

Figure 1

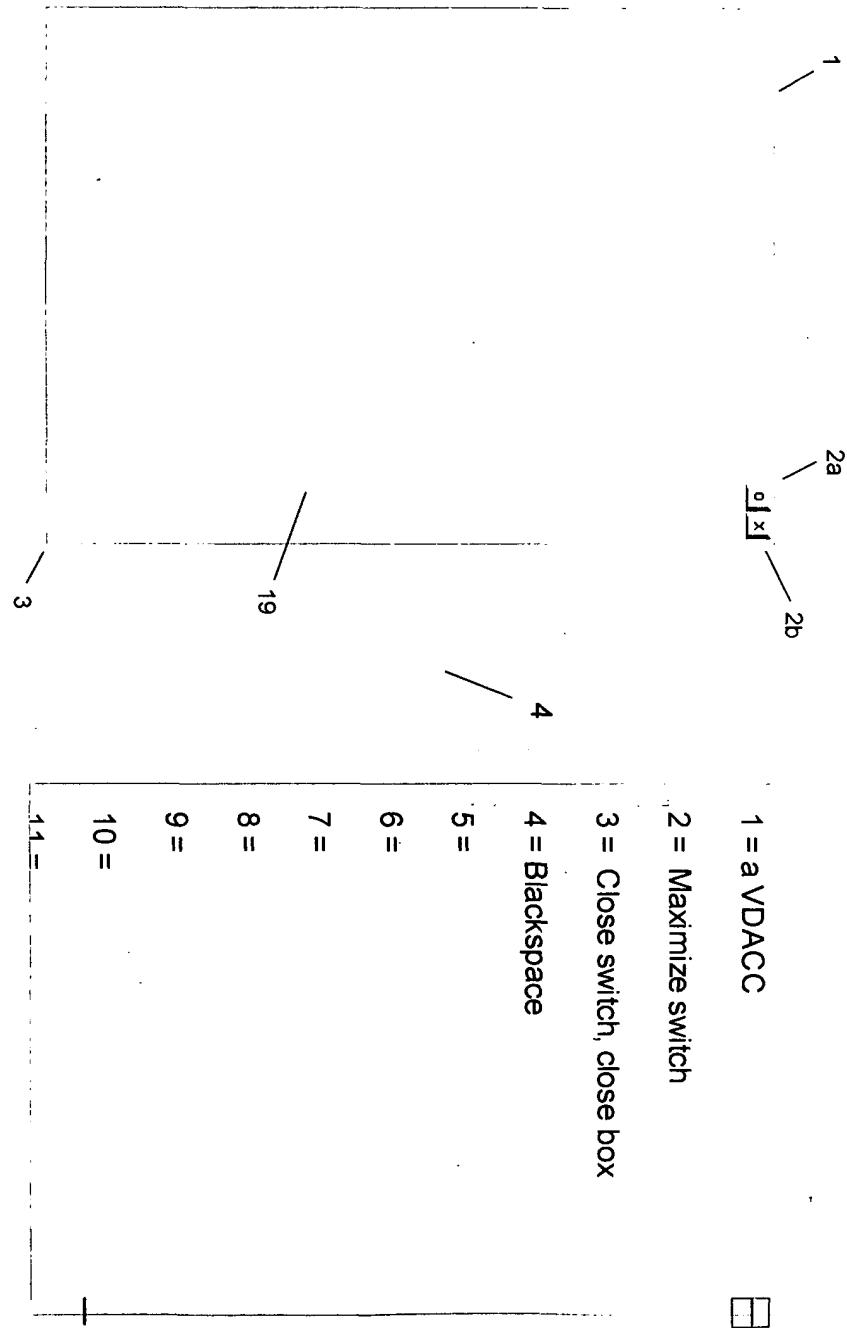


Figure 2

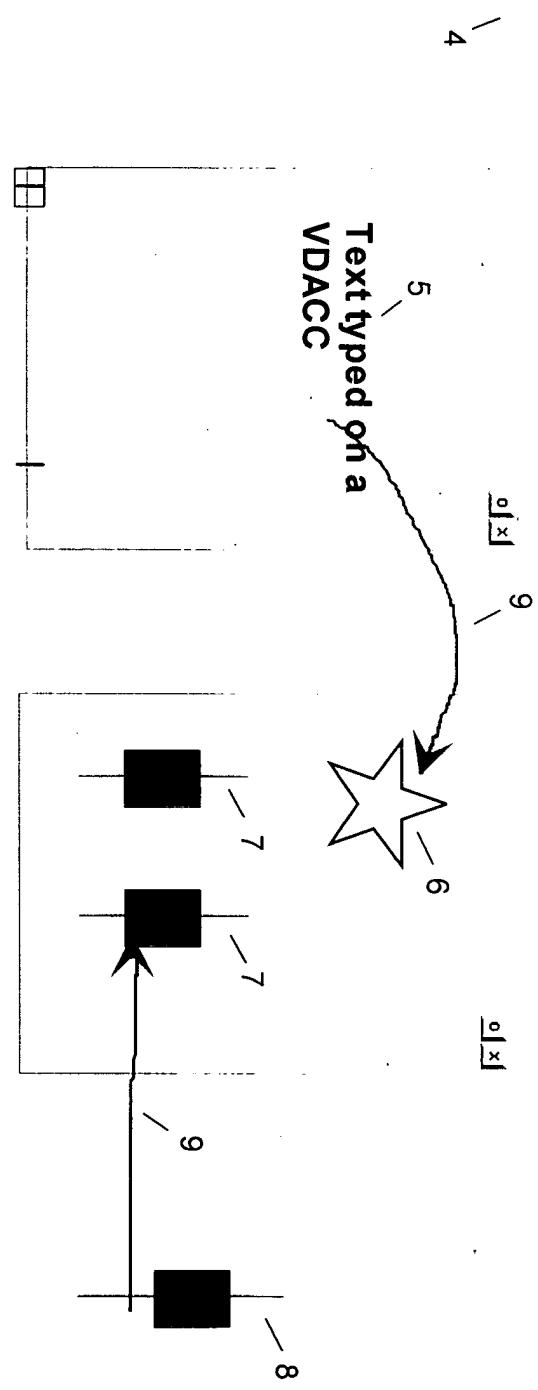


Figure 3a

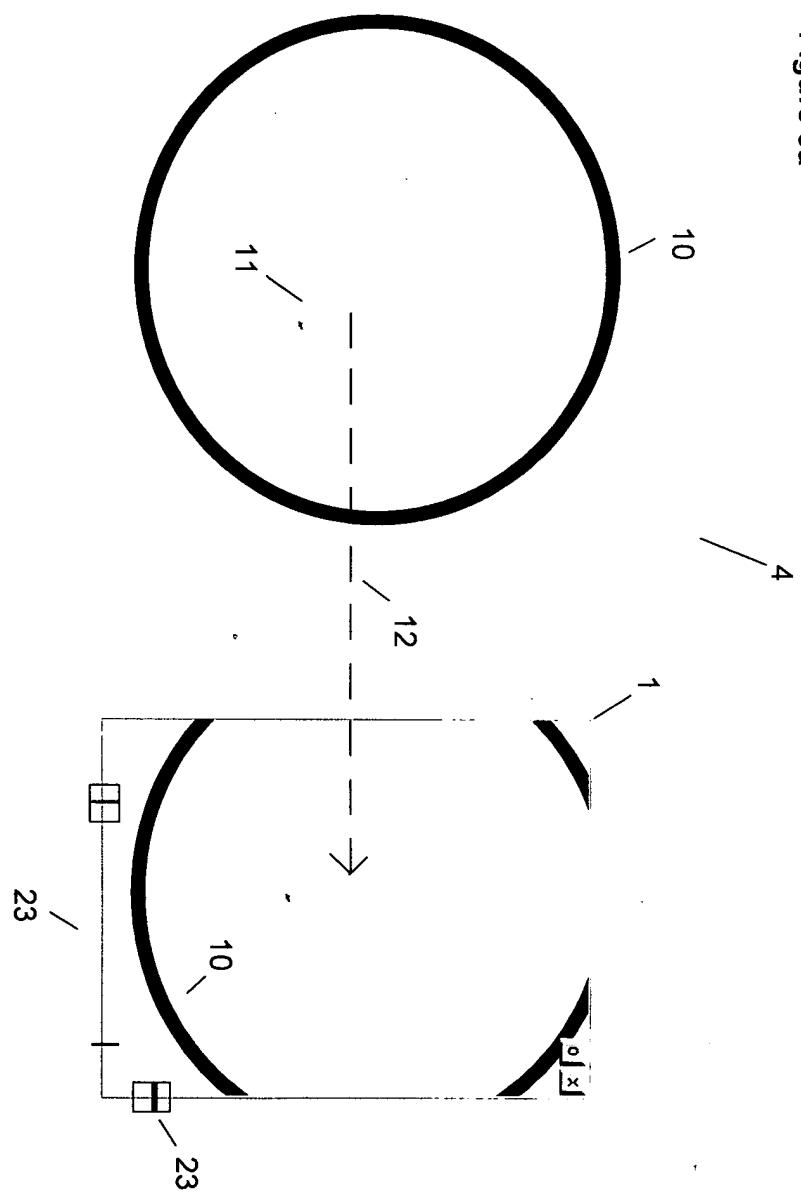


Figure 3b

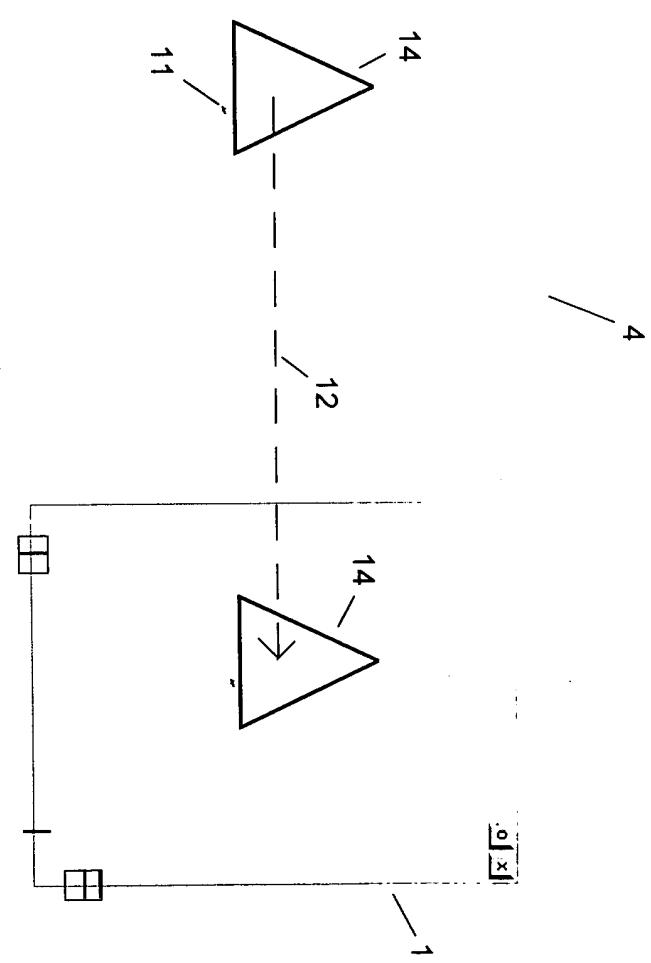


Figure 4

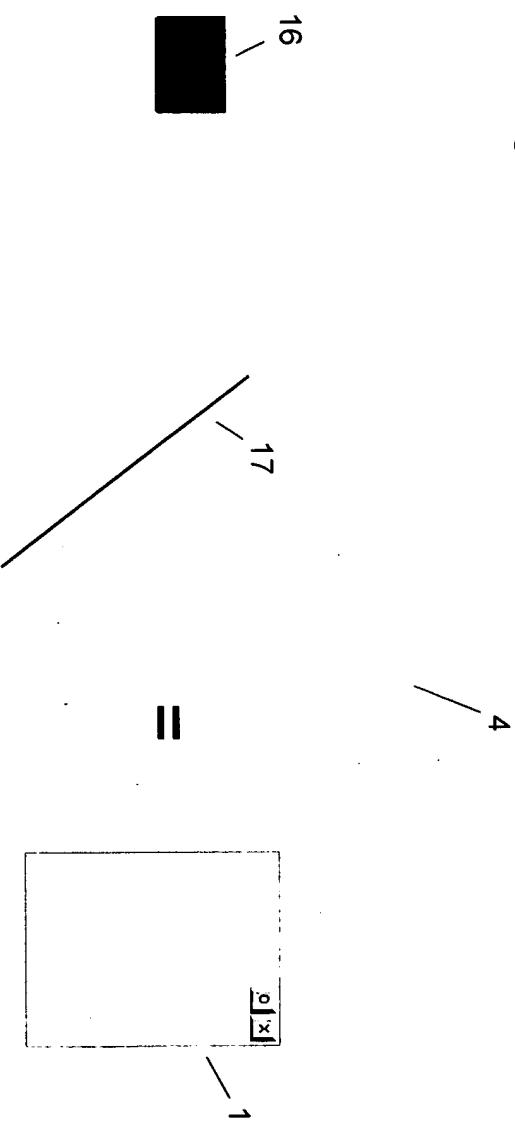


Figure 5

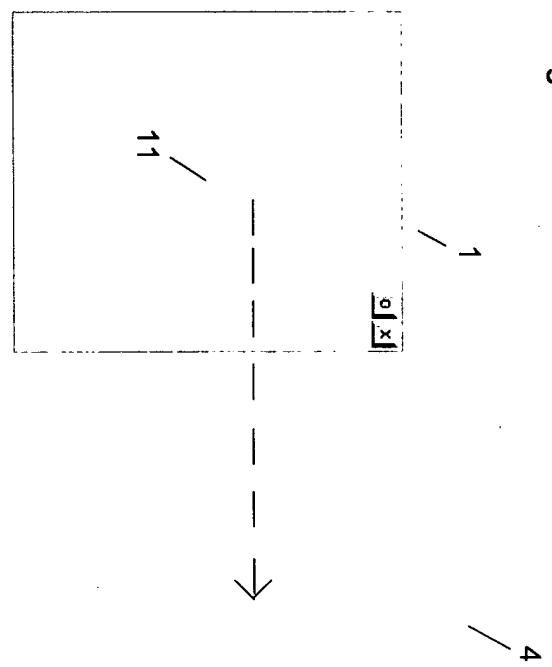


Figure 6

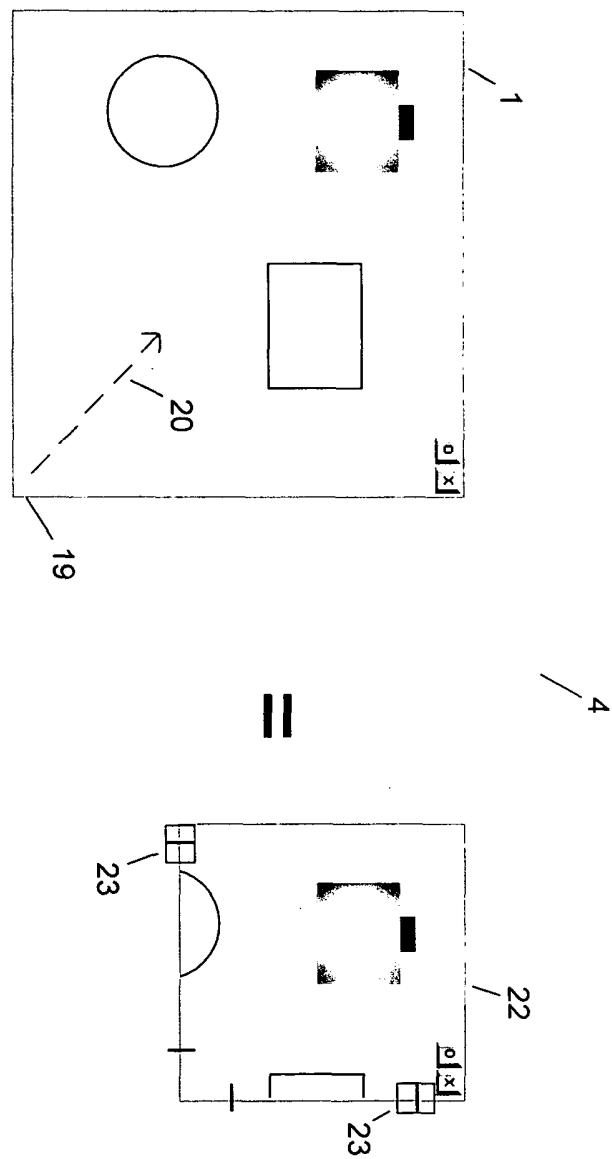


Figure 7

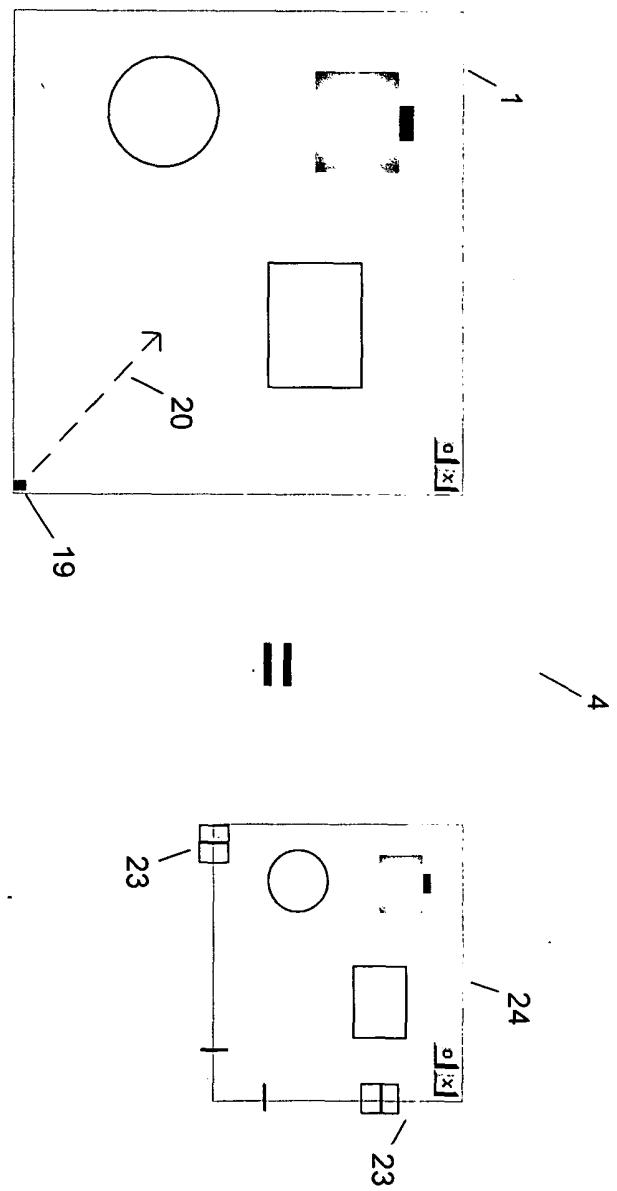


Figure 8

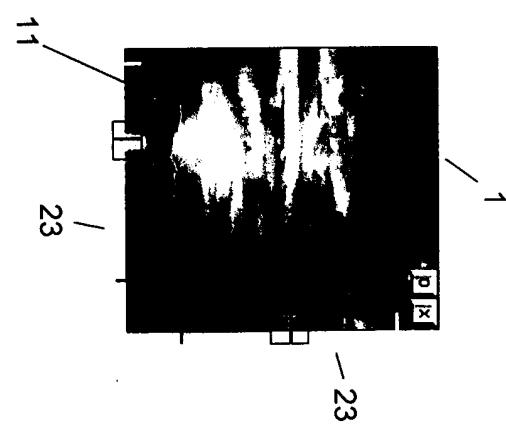
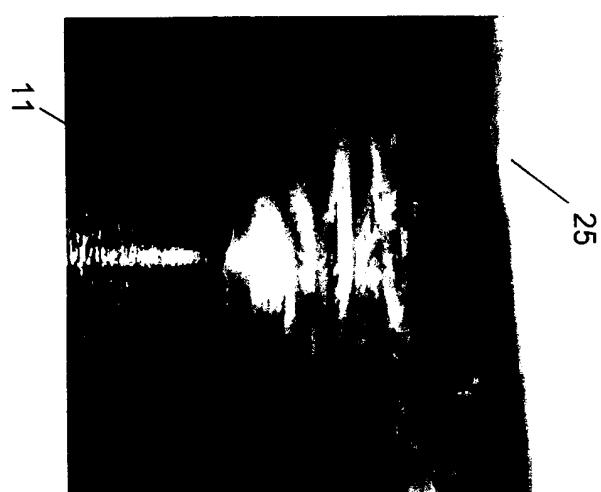
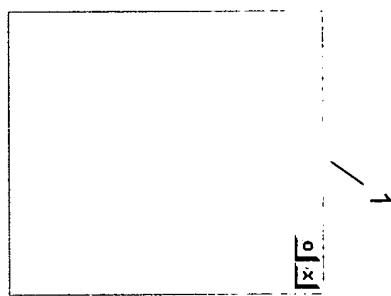


Figure 9

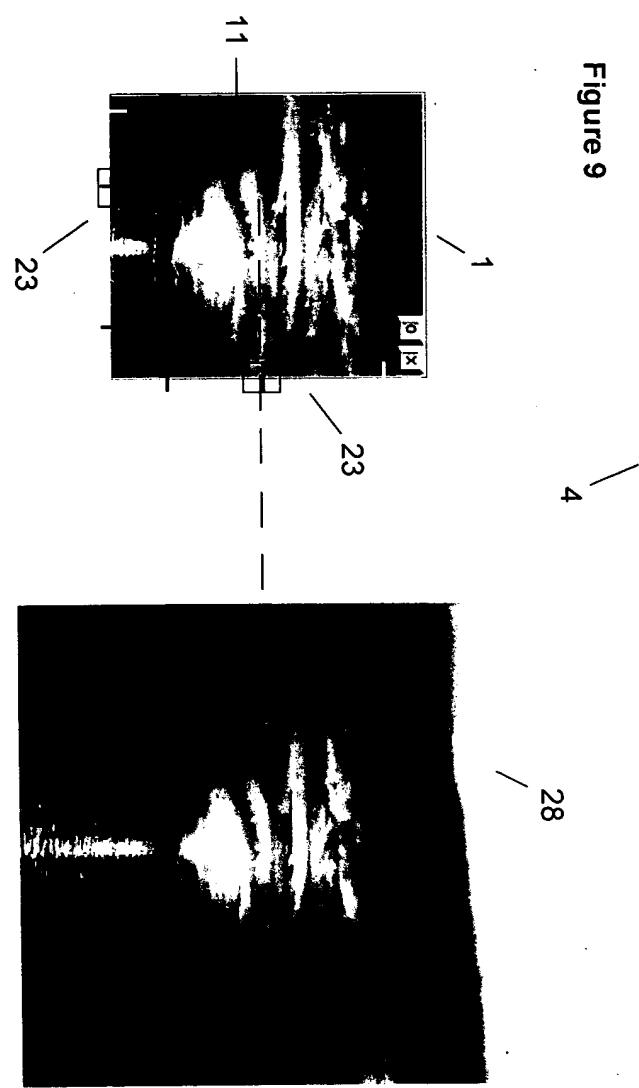


Figure 10a

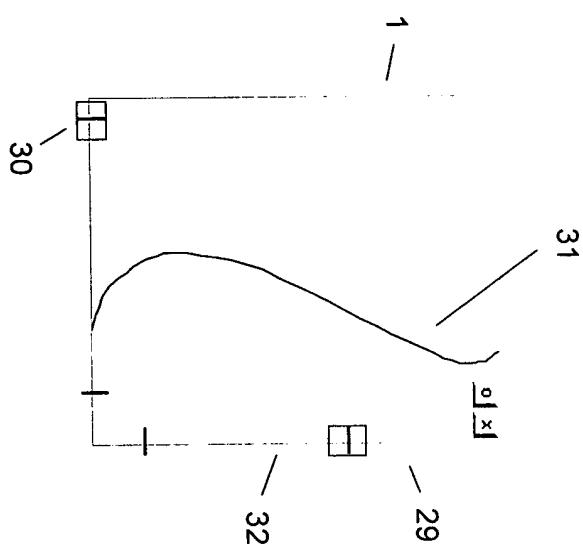
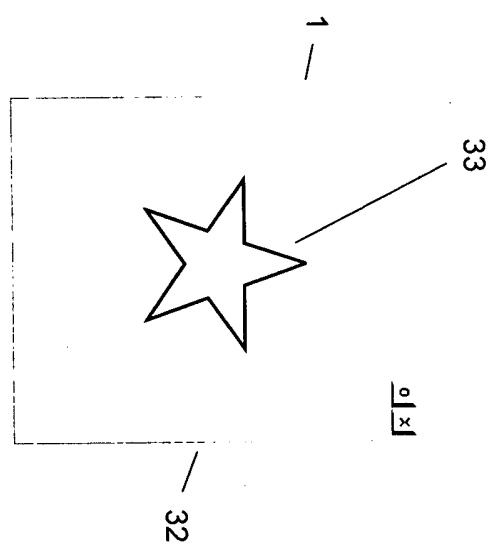


Figure 10b



10/635742

Figure 11

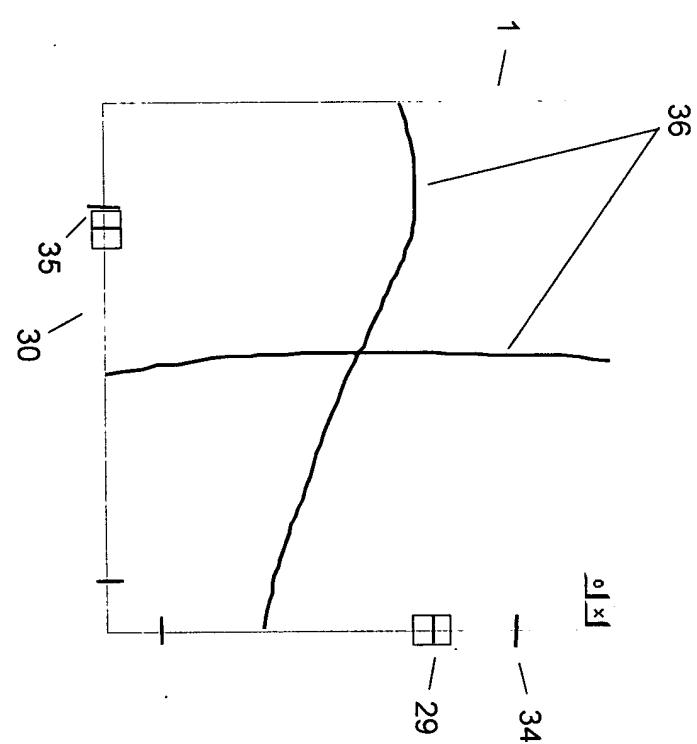


Figure 12

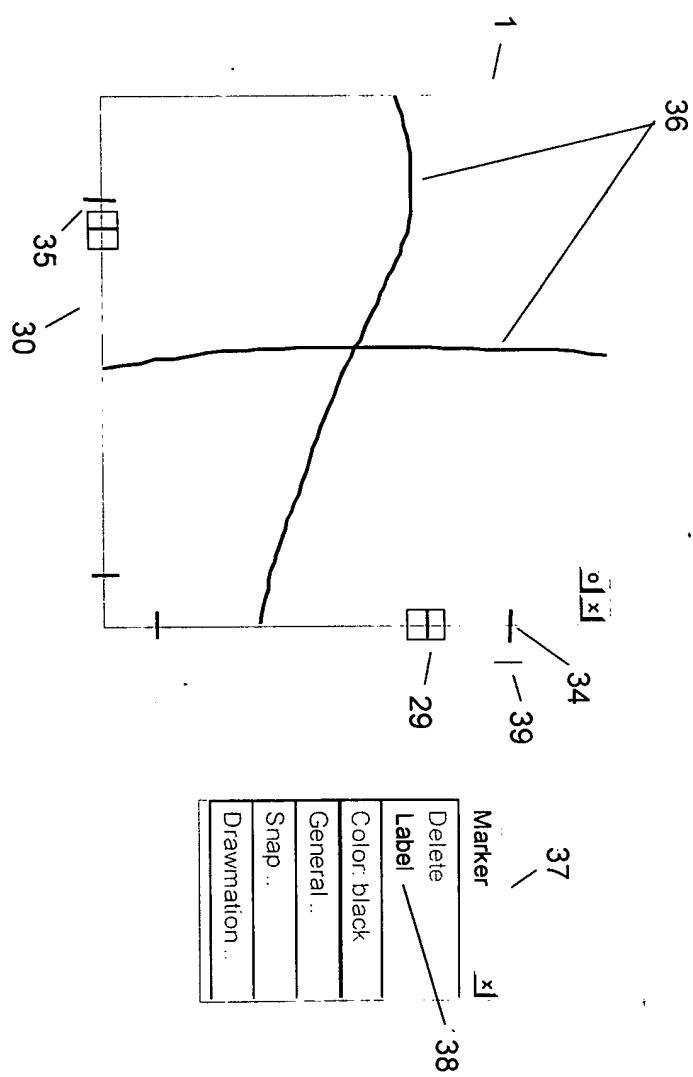


Figure 14

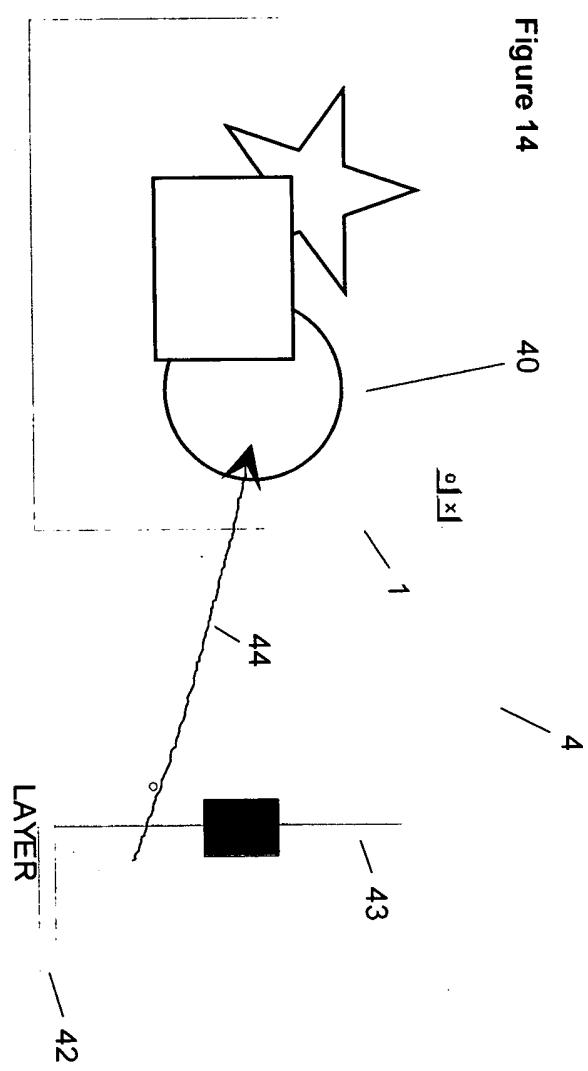
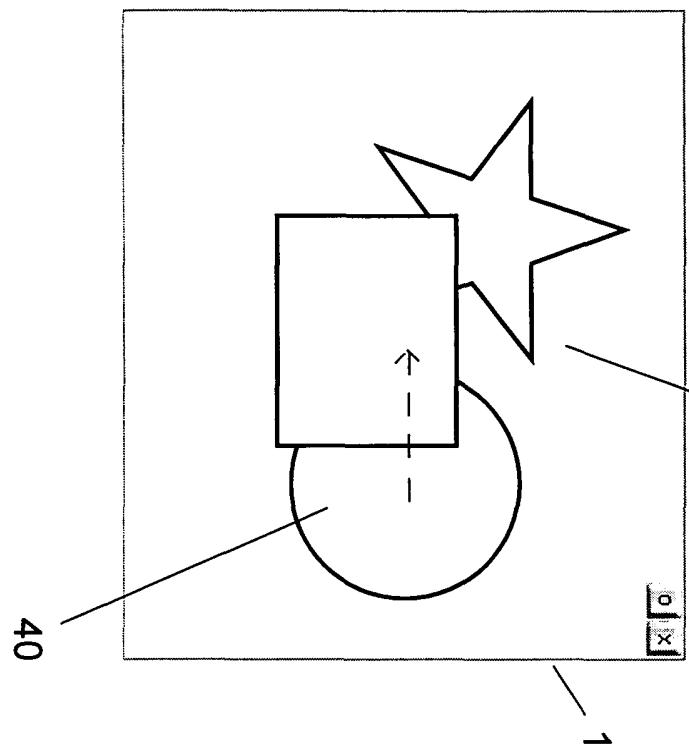


Figure 13

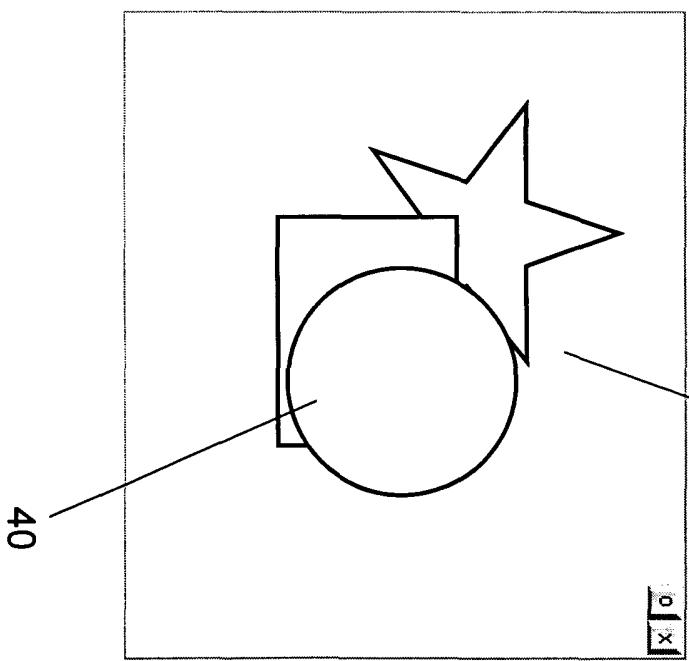
41



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41



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Figure 15

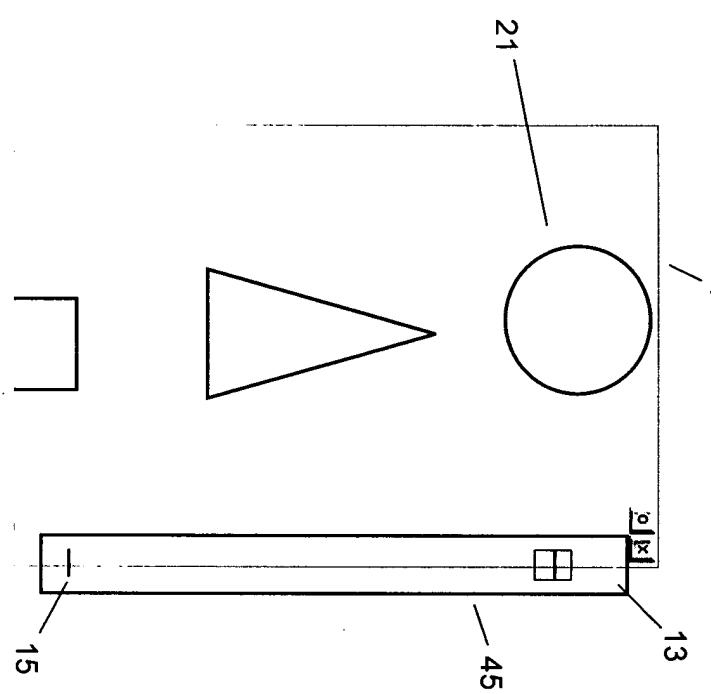


Figure 16

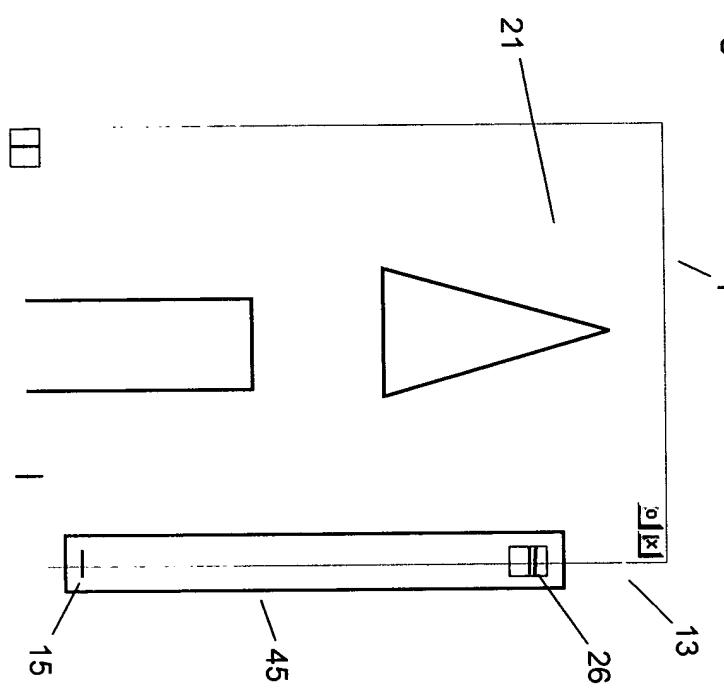


Figure 17

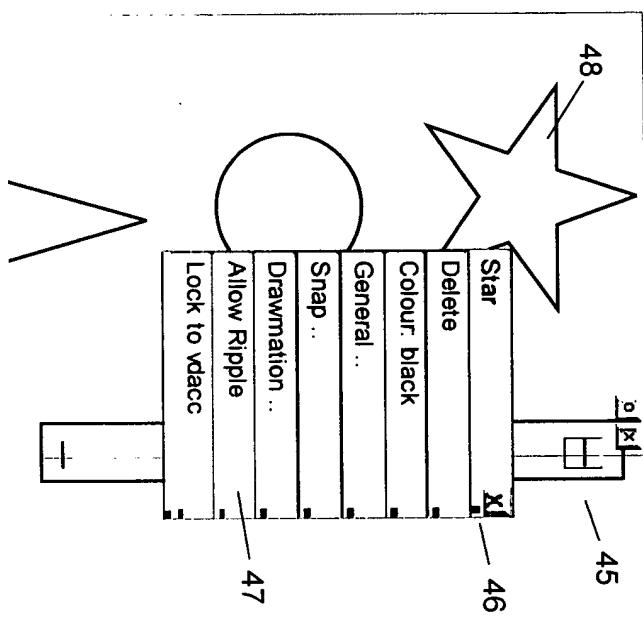


Figure 18

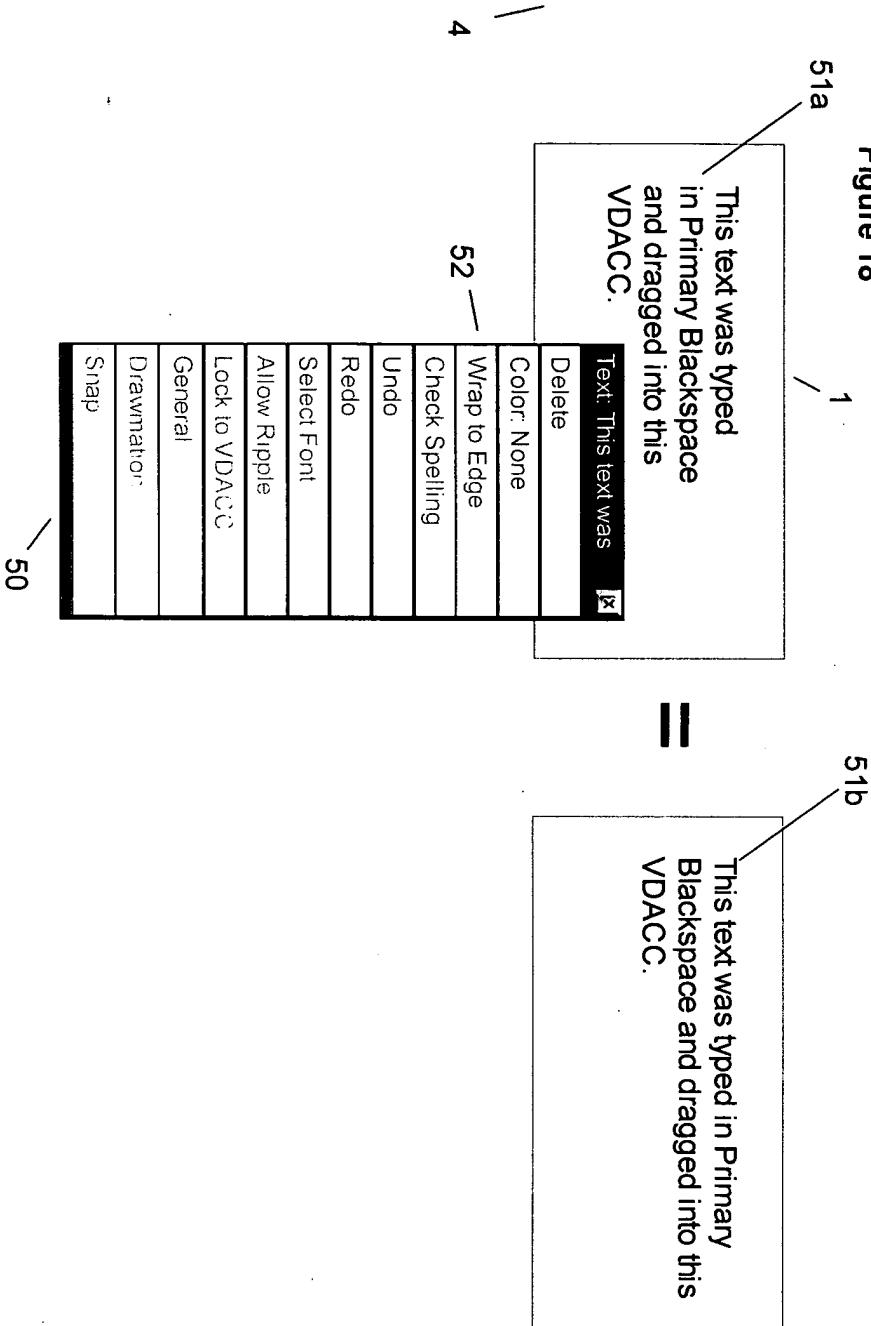


Figure 19

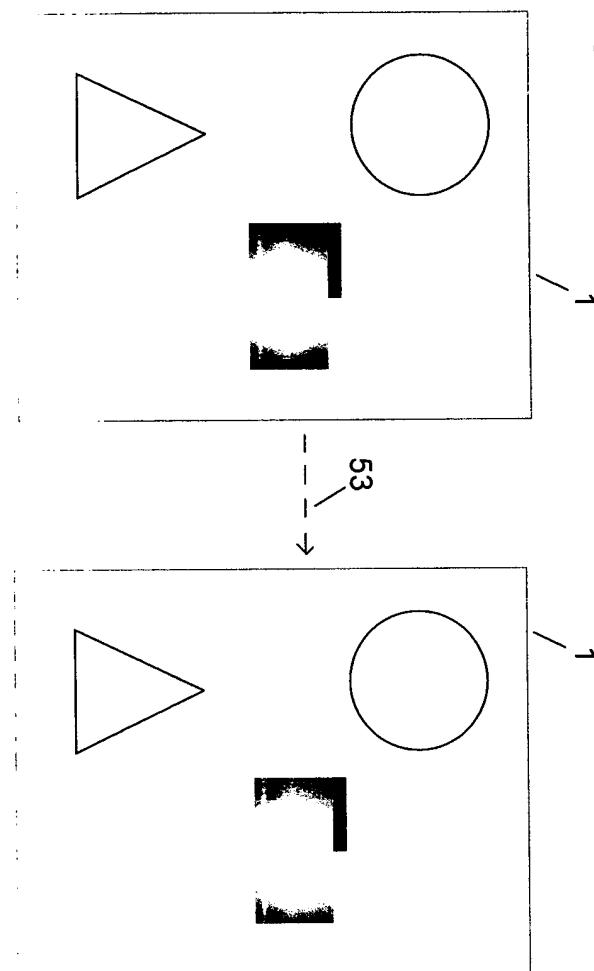
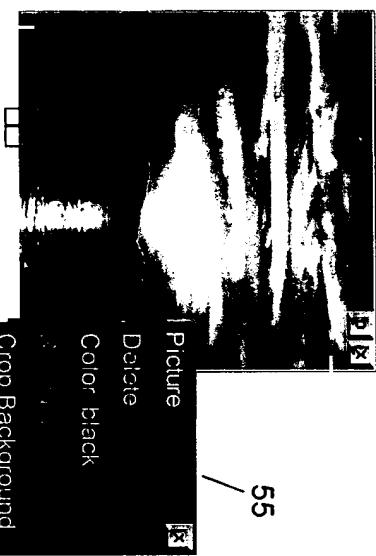


Figure 20



1 /

55 /

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Figure 21

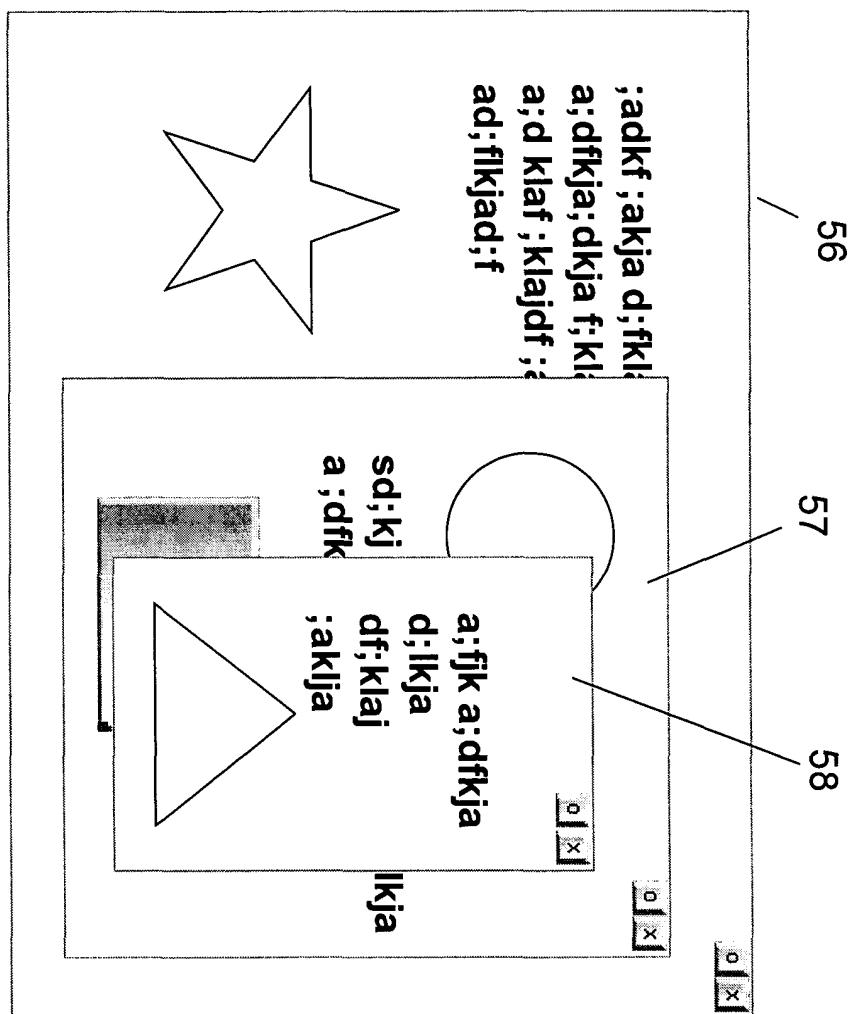


Figure 22

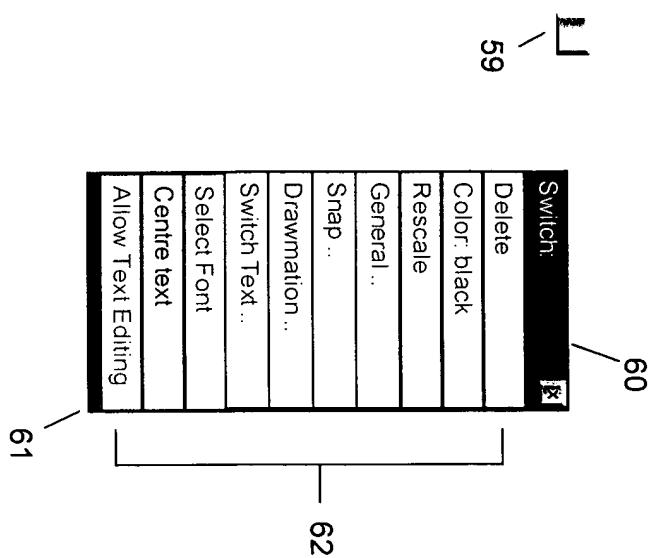


Figure 23

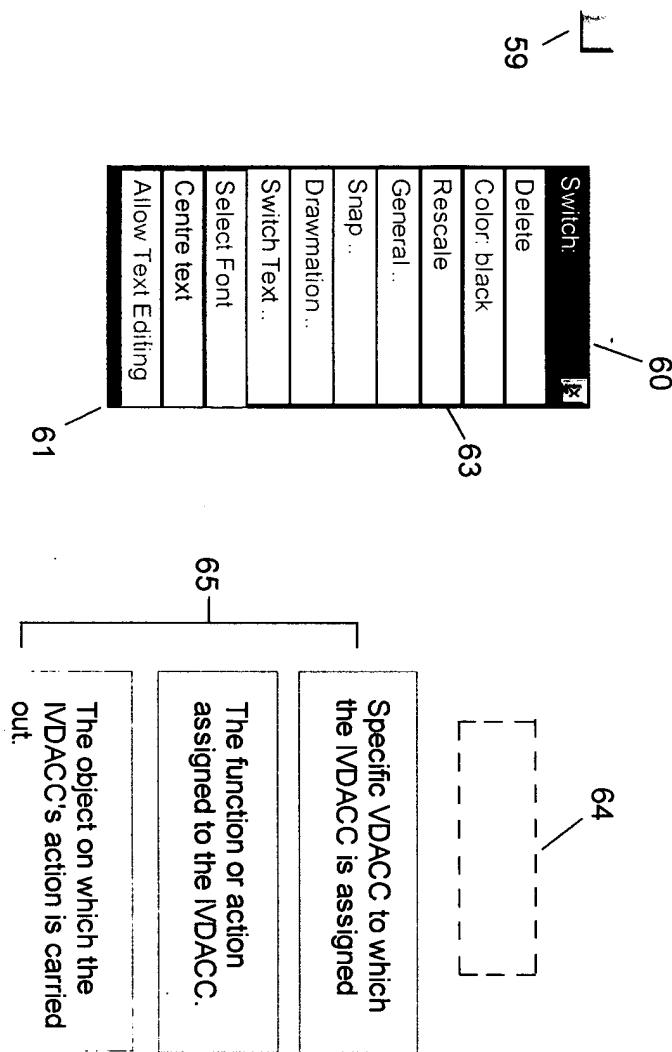


Figure 24

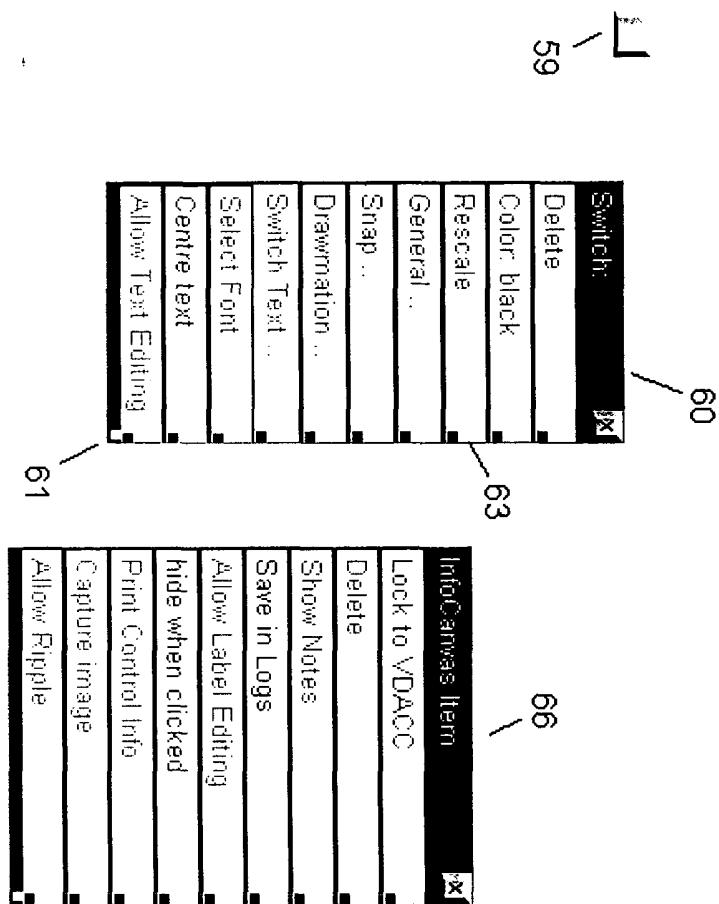


Figure 25

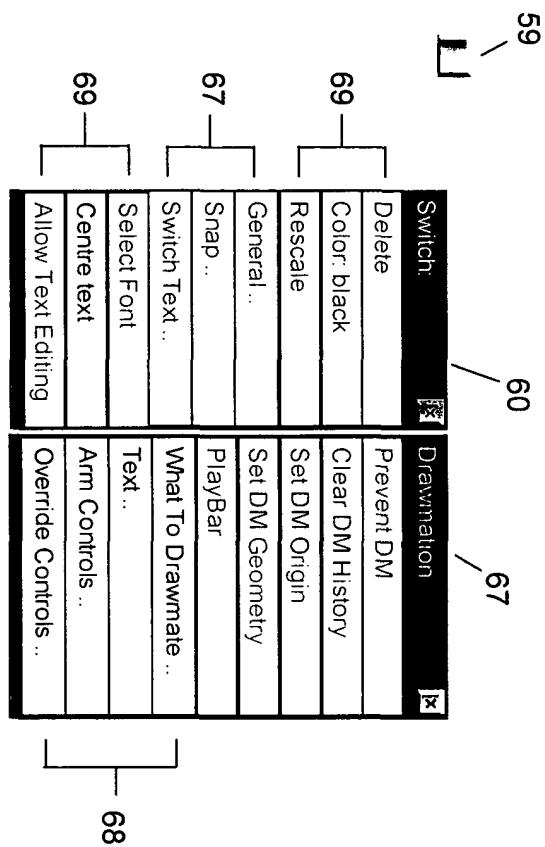


Figure 26

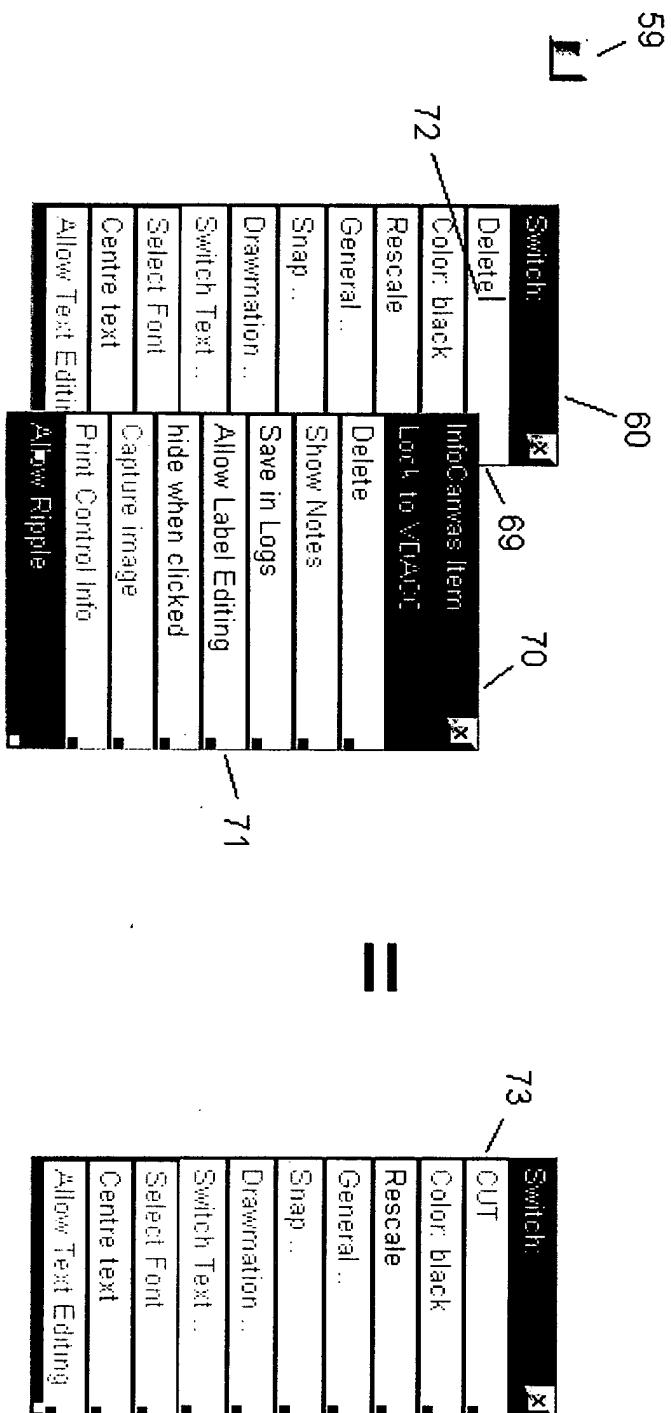


Figure 27

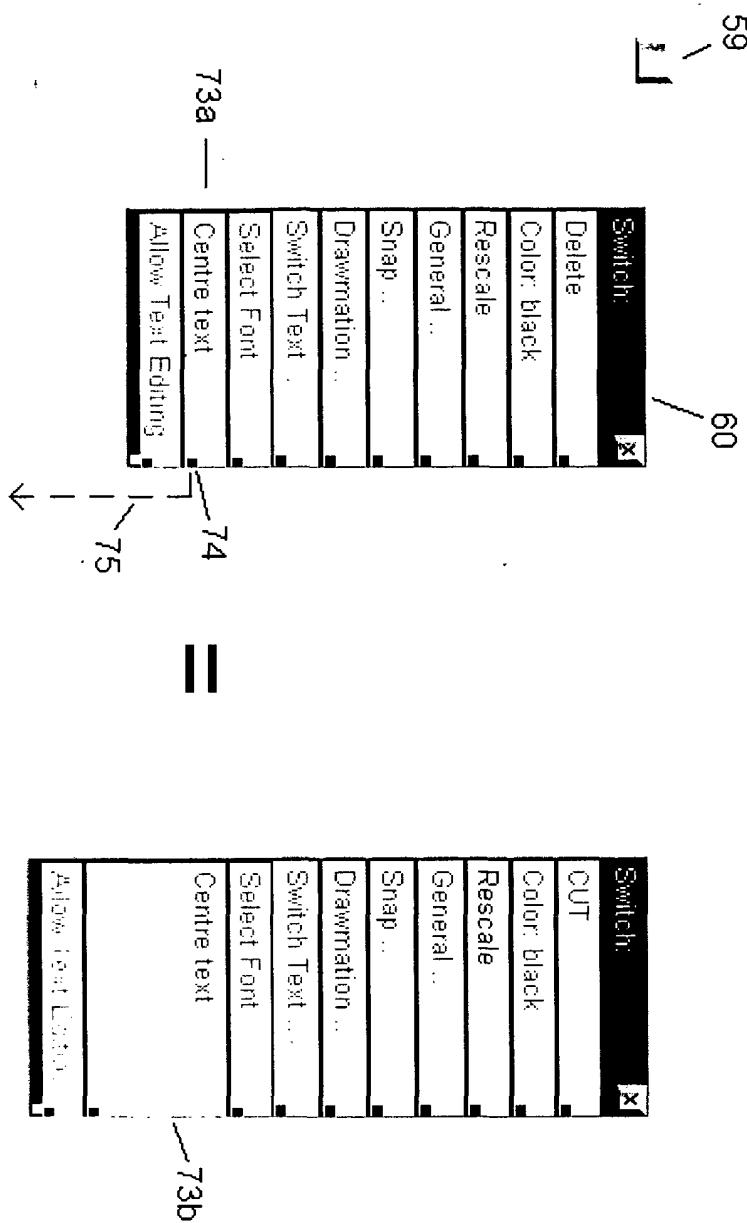
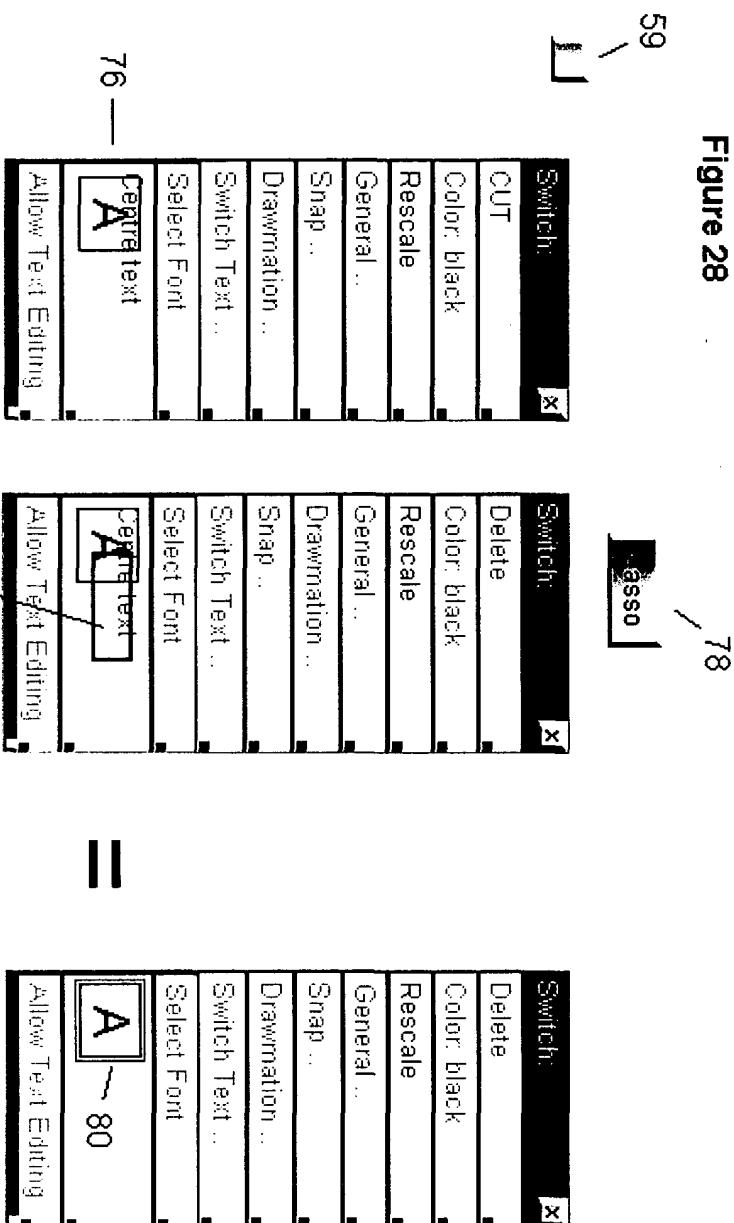


Figure 28



Step 1

Step 2.

The Result

Figure 29a

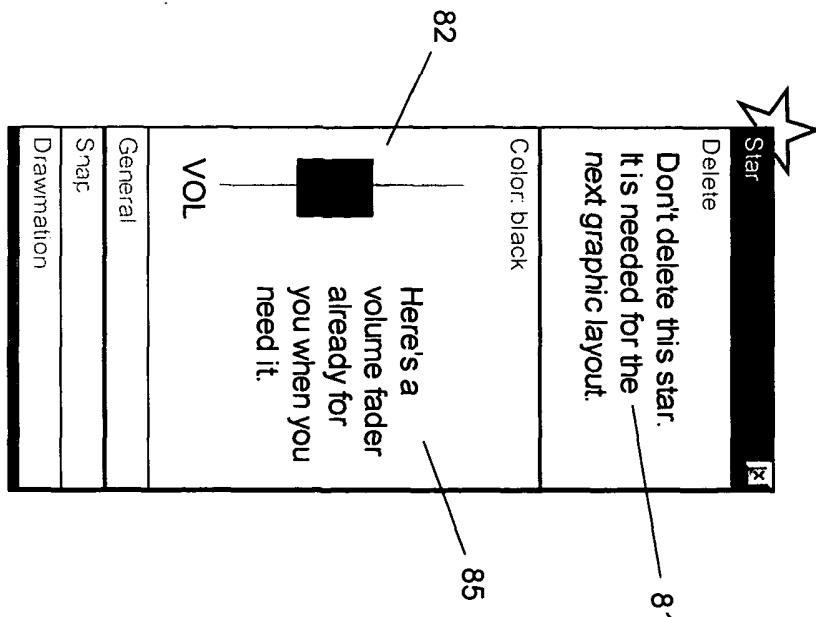


Figure 29b

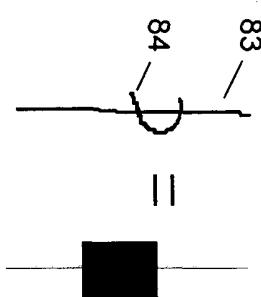


Figure 30

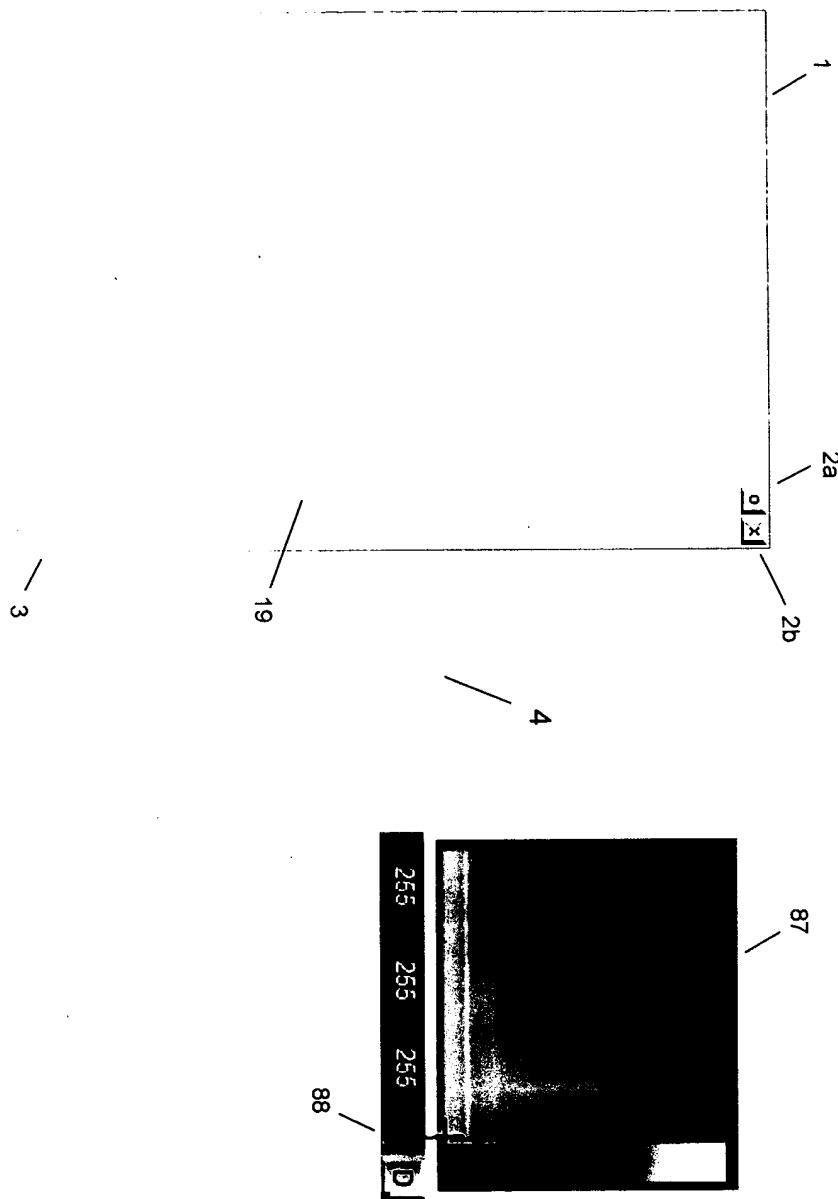


Figure 31

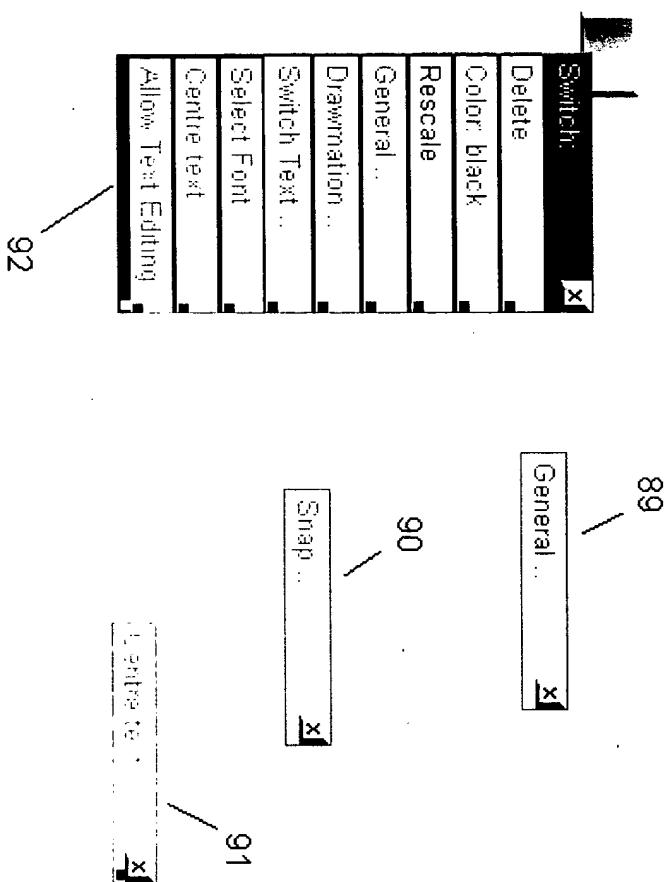
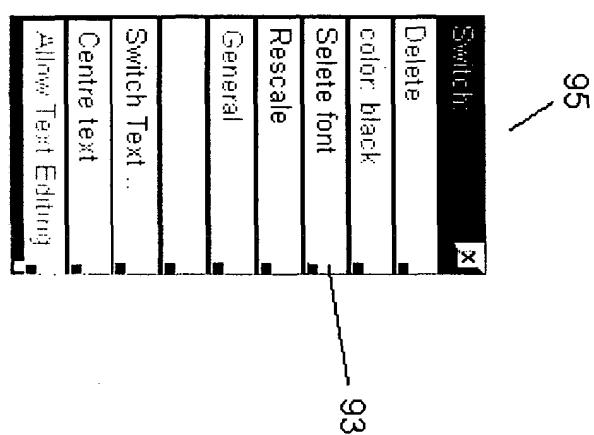
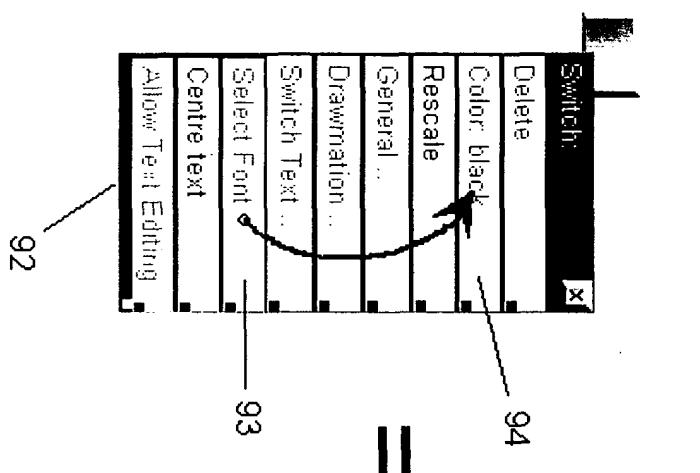


Figure 32



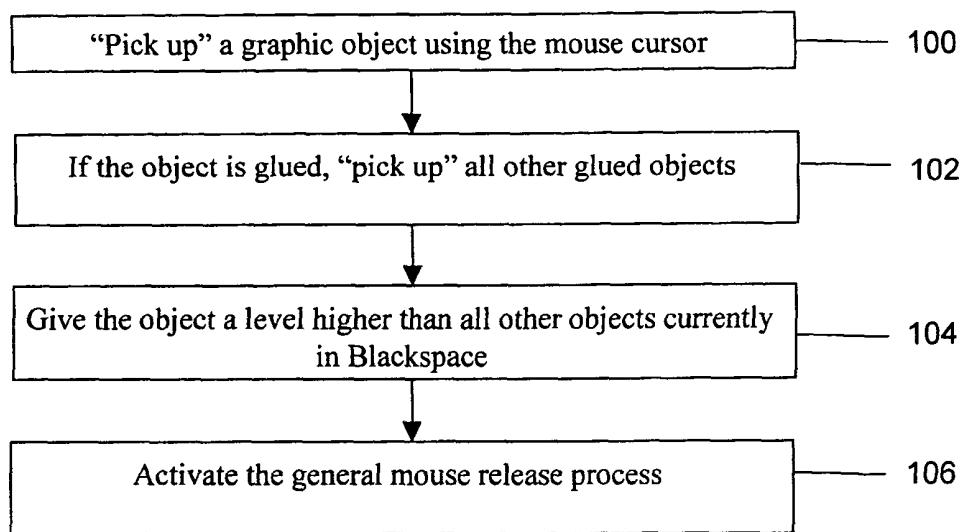


Figure 33

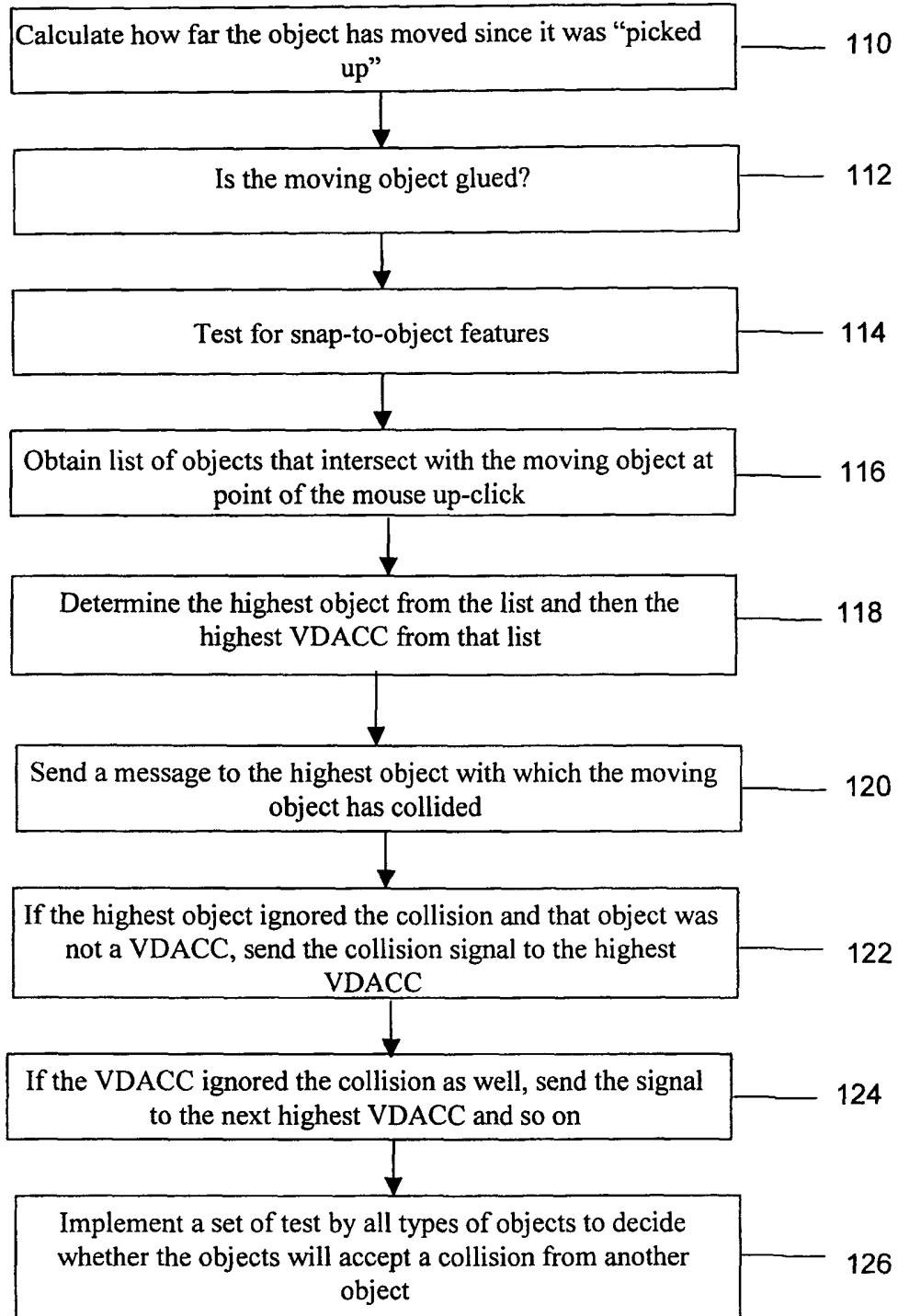


Figure 34

FIGURE 35

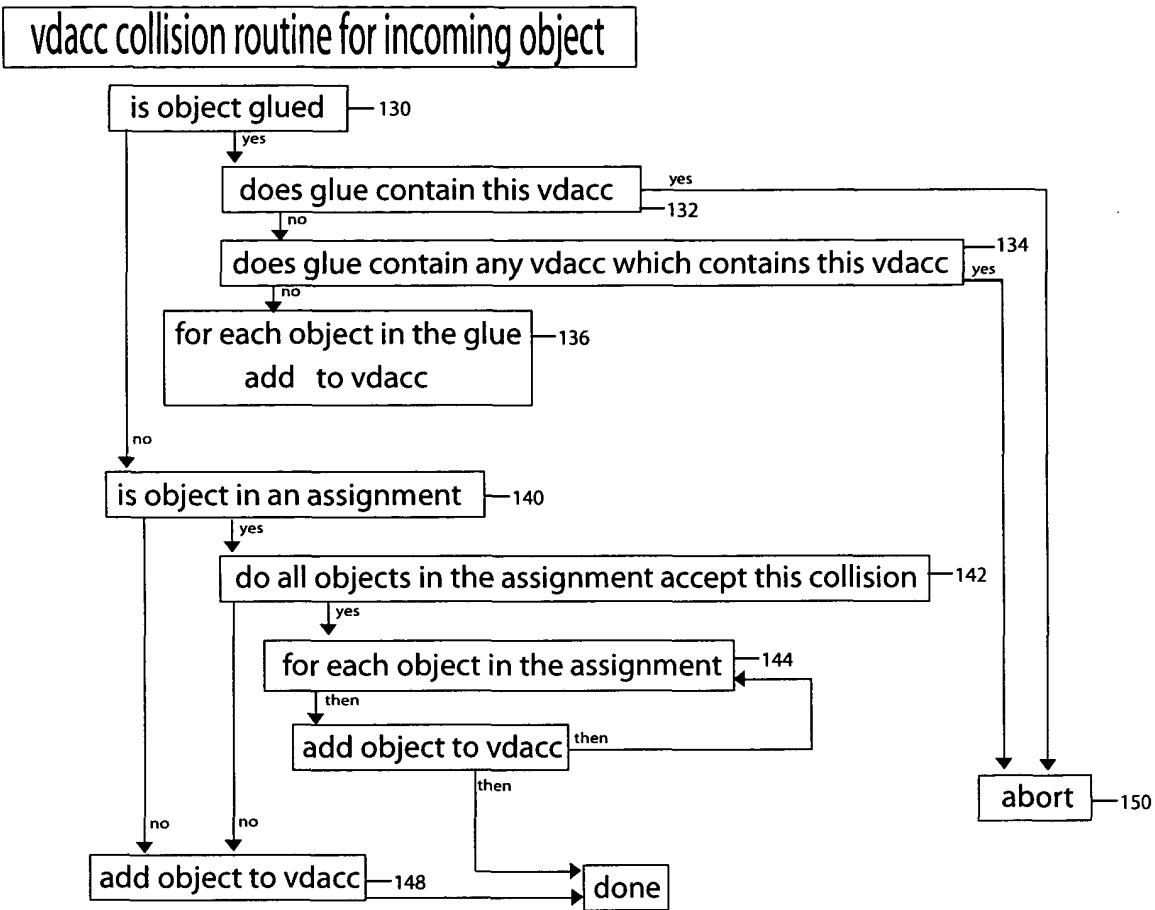


FIGURE 36

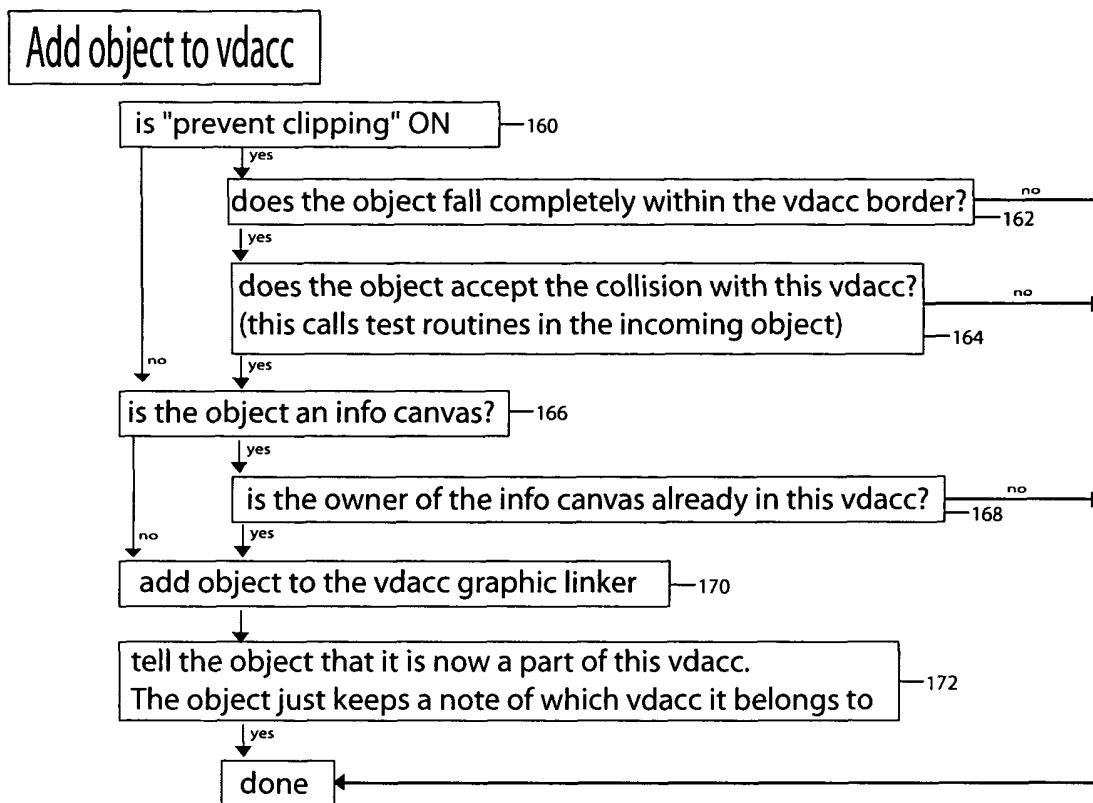


FIGURE 37

Moving and Removing an object from a vdacc

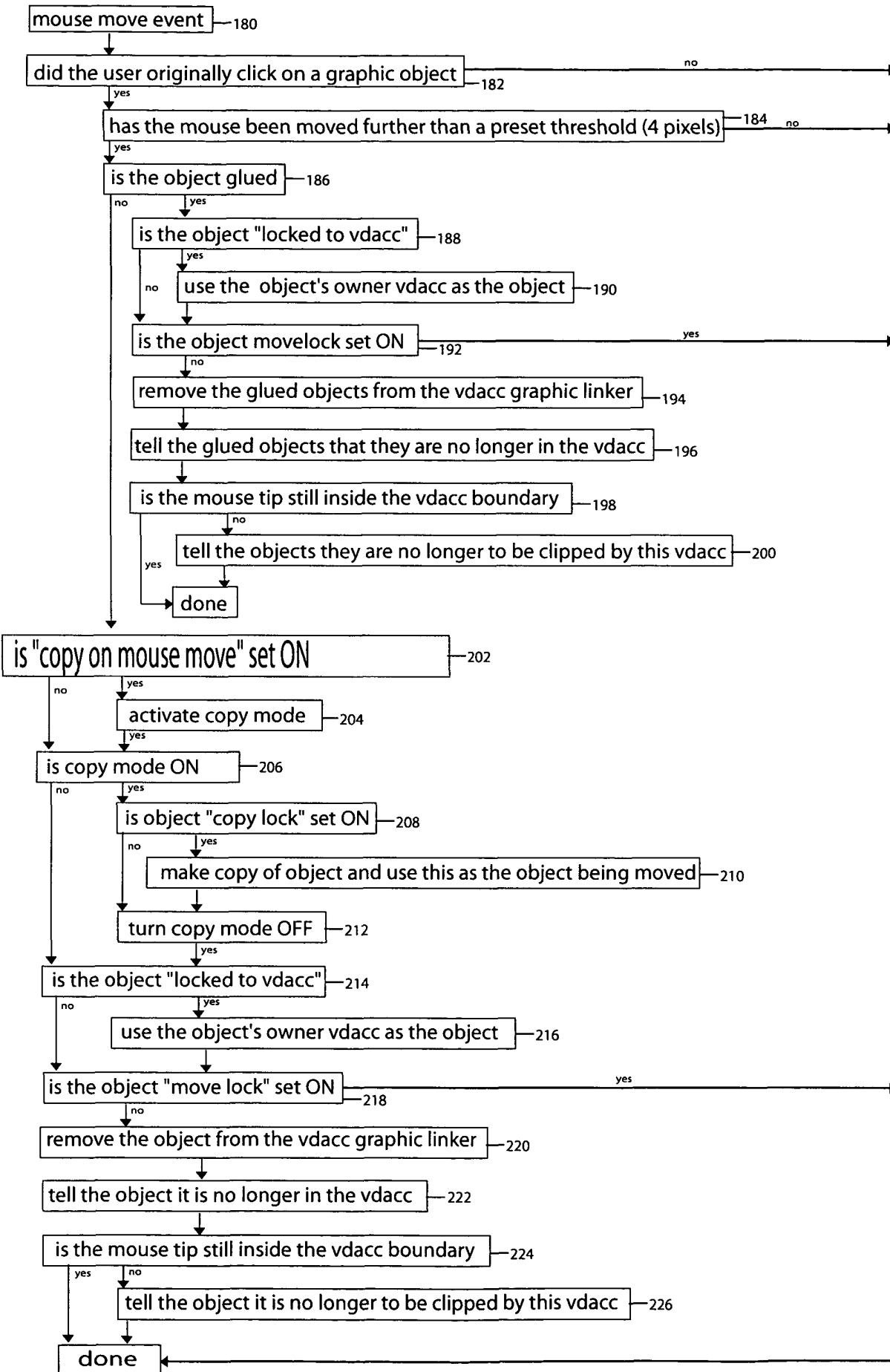


FIGURE 38a

procedure when an object collides with an Info Canvas or category or sub category

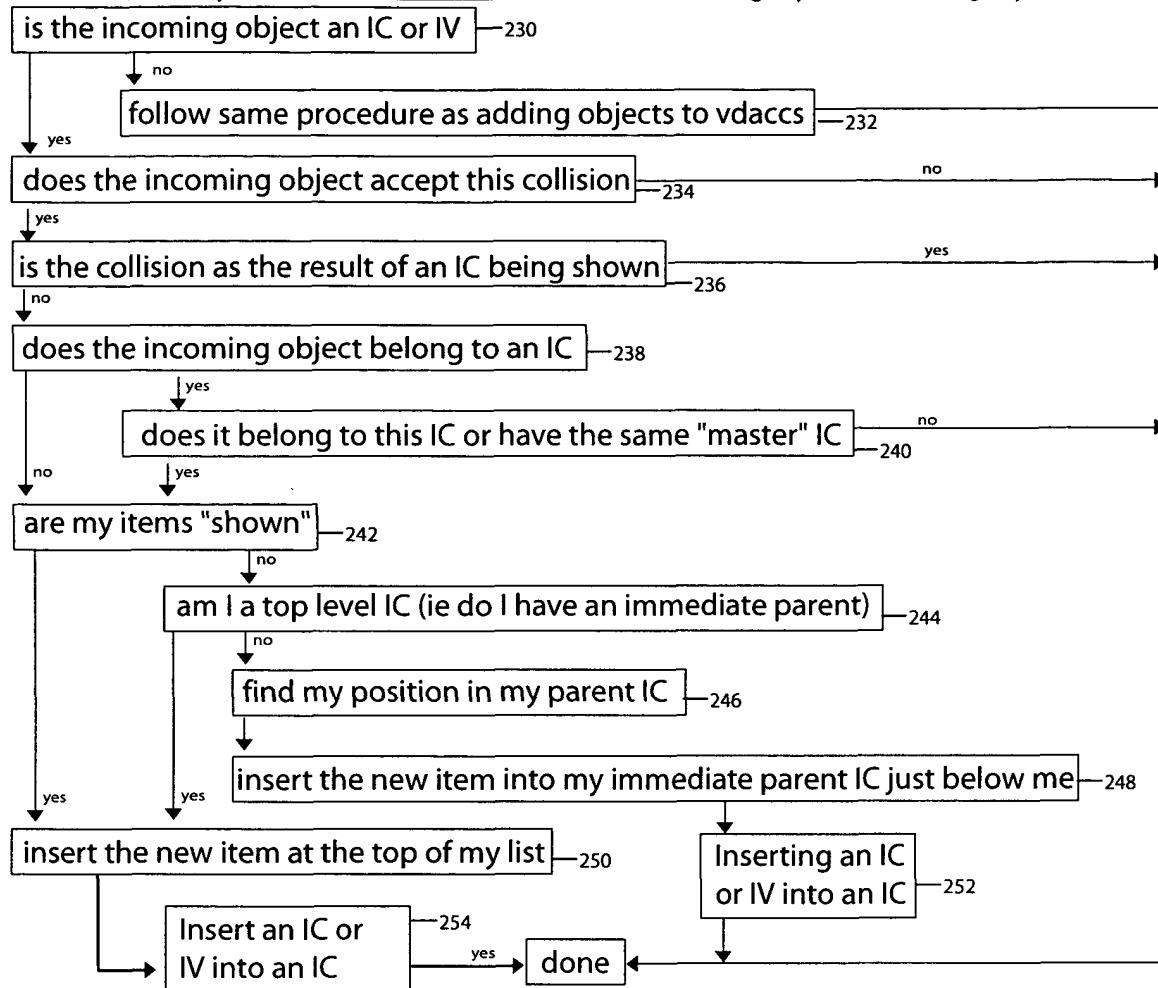


FIGURE 38b

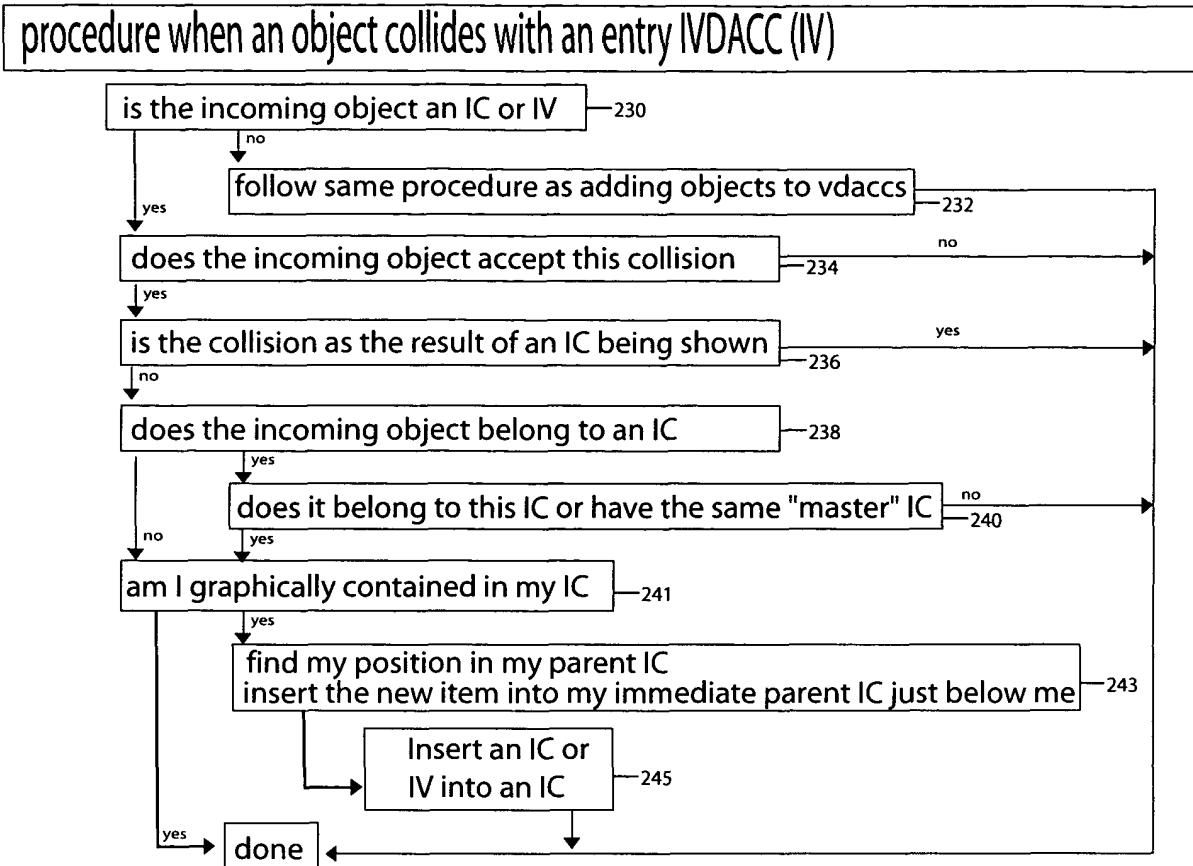


FIGURE 39

Inserting an IC or IV into an IC

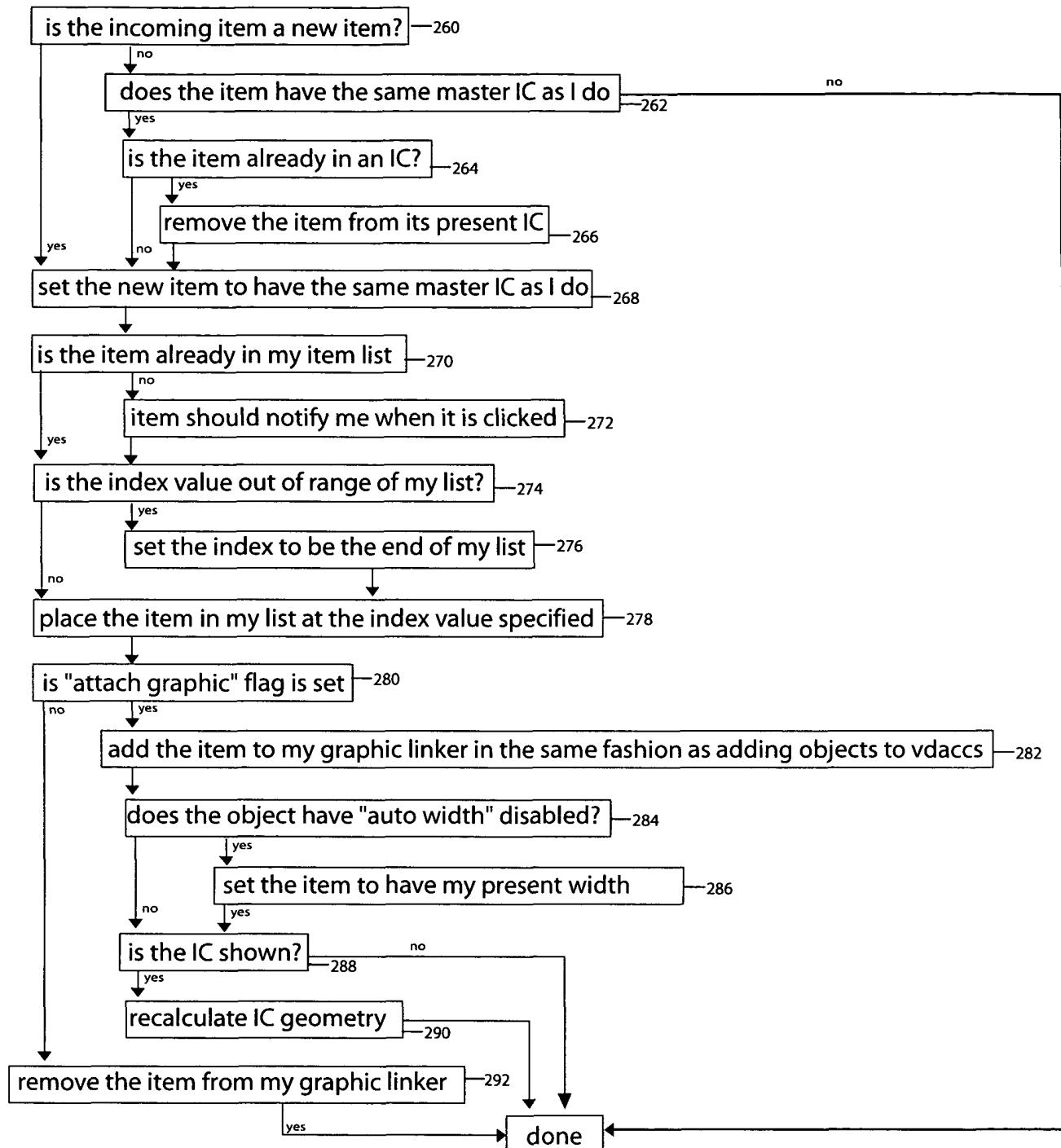


FIGURE 40

Recalculate the geometry of an info canvas (IC) or category or sub category

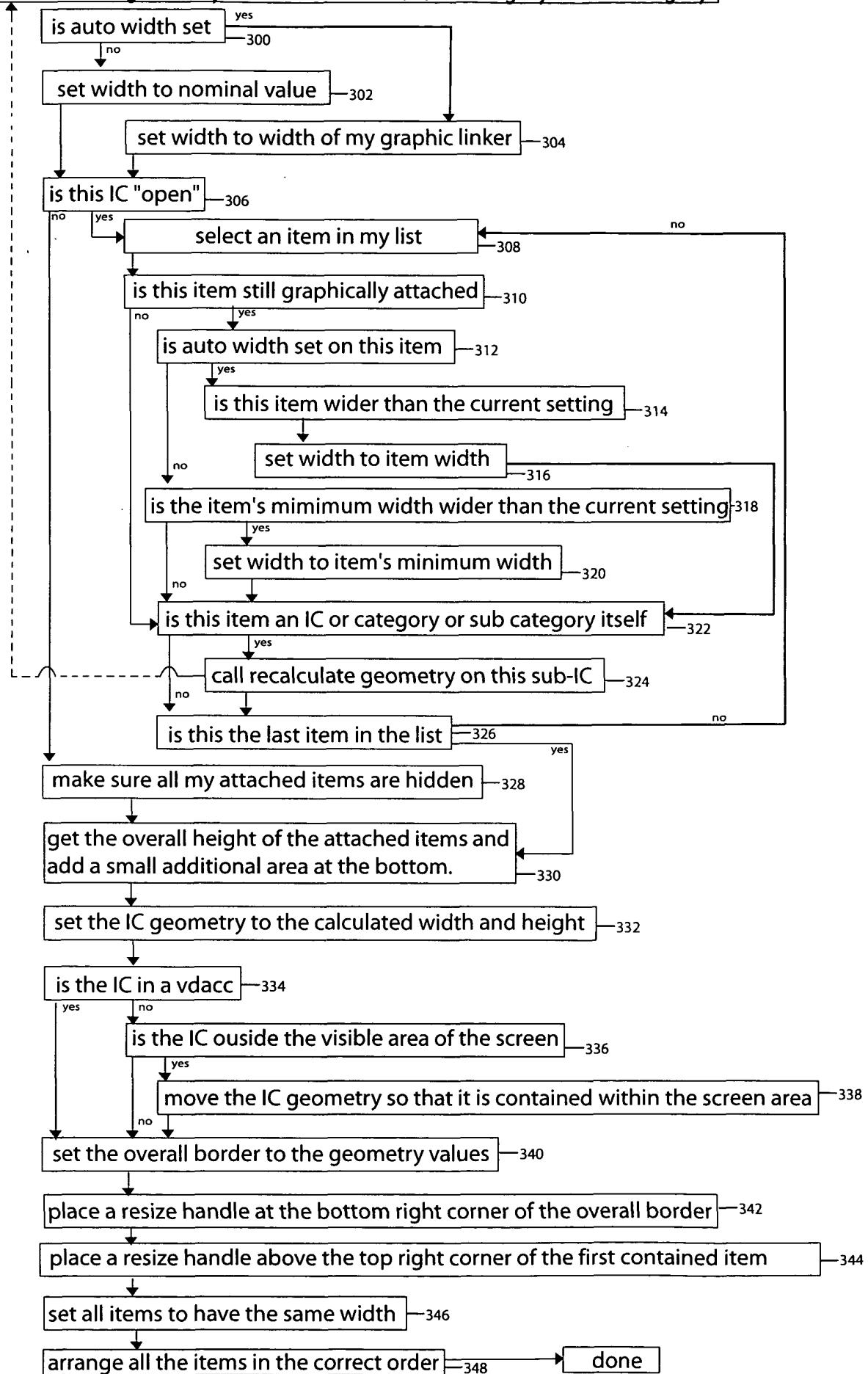


FIGURE 41

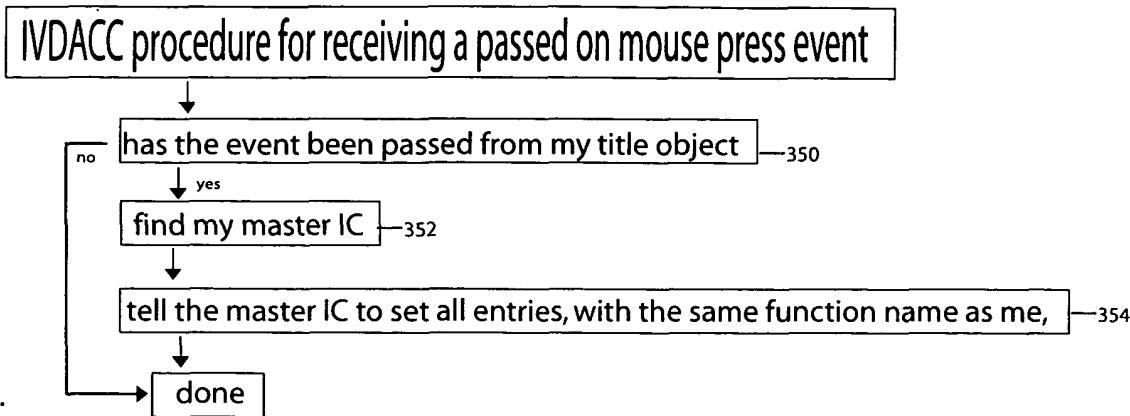


FIGURE 42

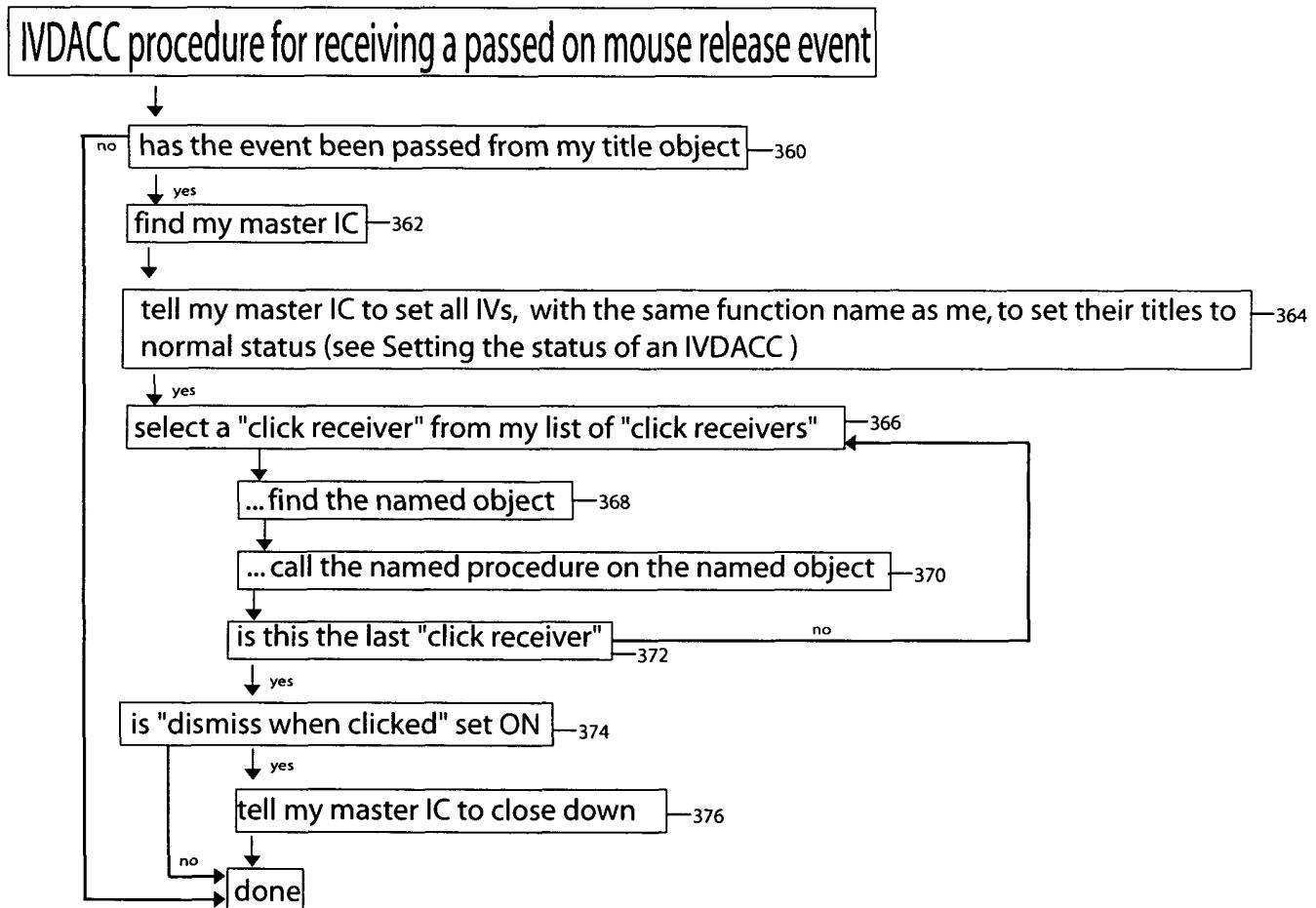


FIGURE 43

Behavior in an Info Canvas

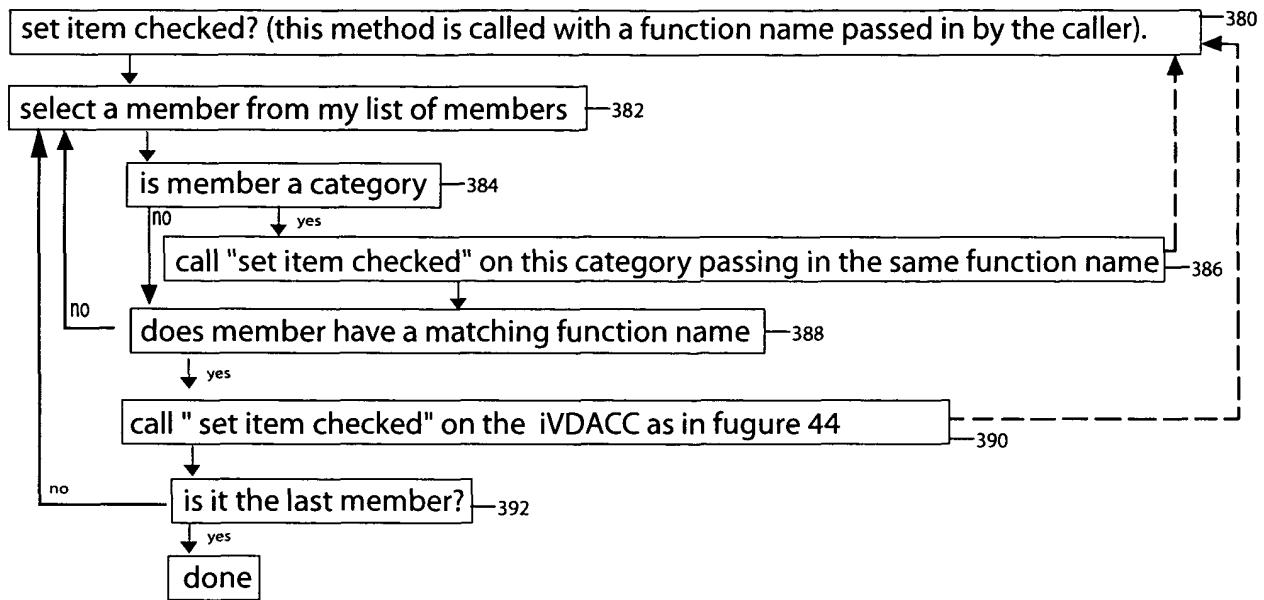


FIGURE 44

Setting the status of an IVDACC

Behavior in an entry IVDACC

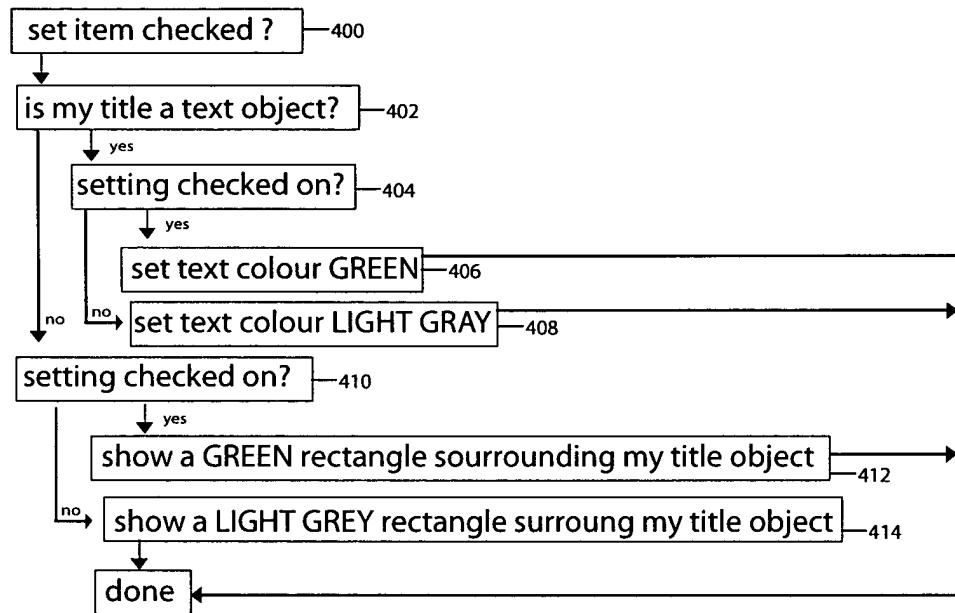


FIGURE 45

glue procedure

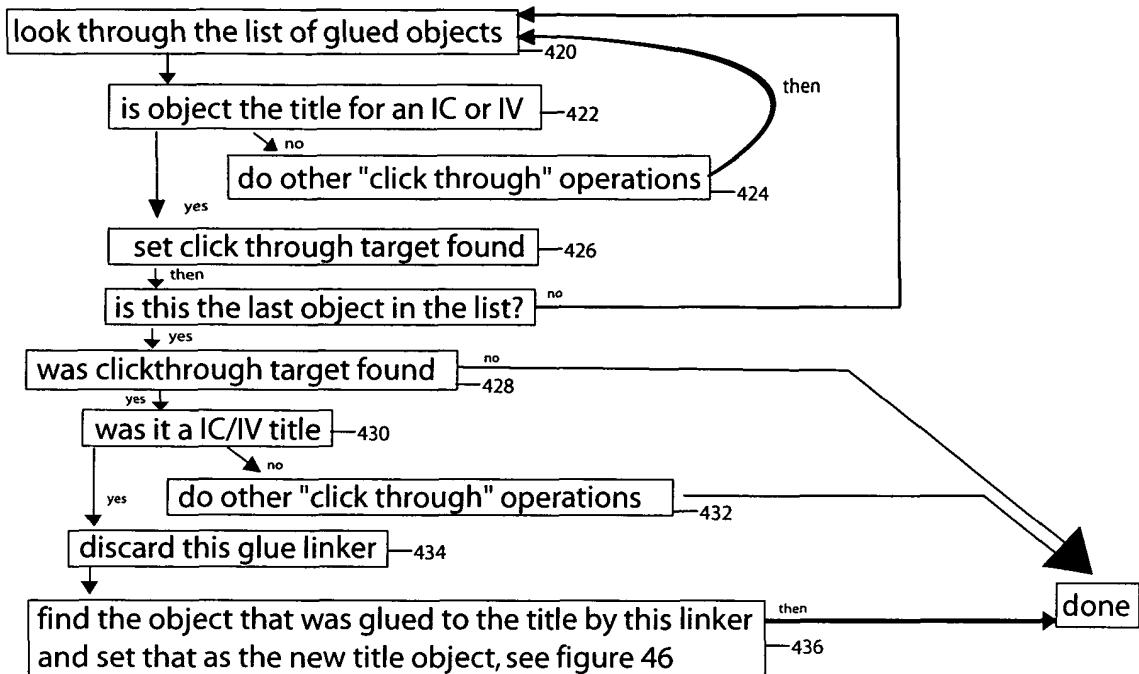


FIGURE 46

infocanvas / ivdacc "set new title" procedure

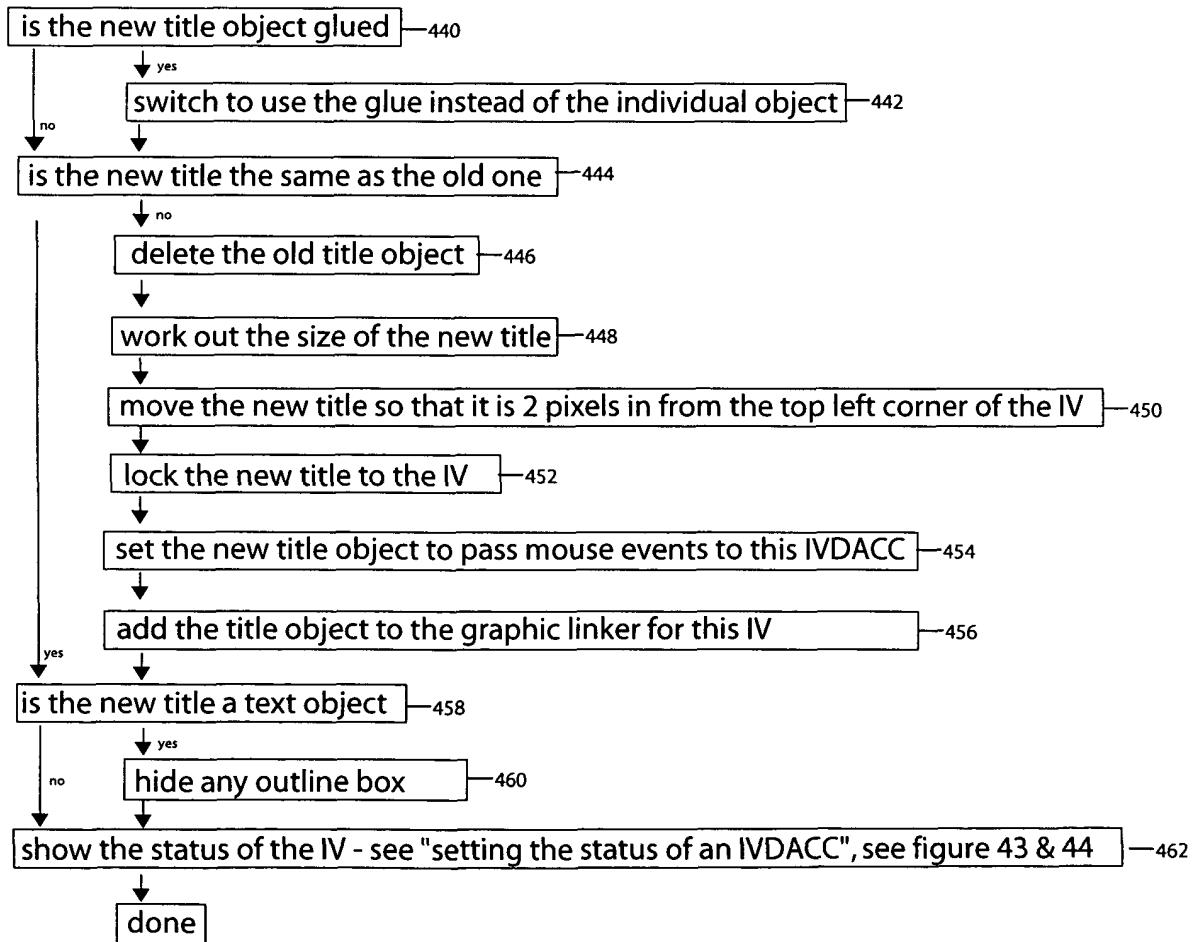




Figure 47a

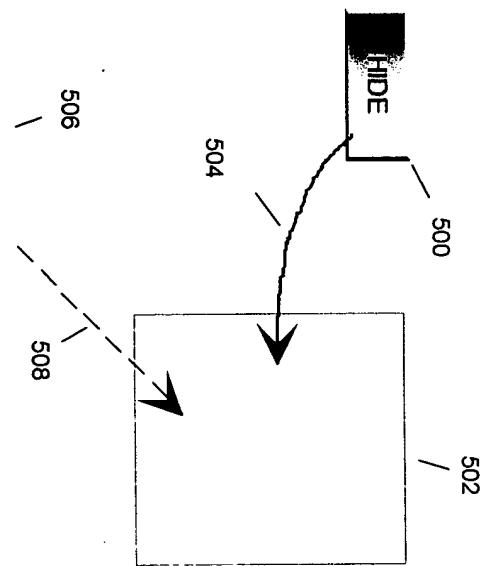


Figure 47c

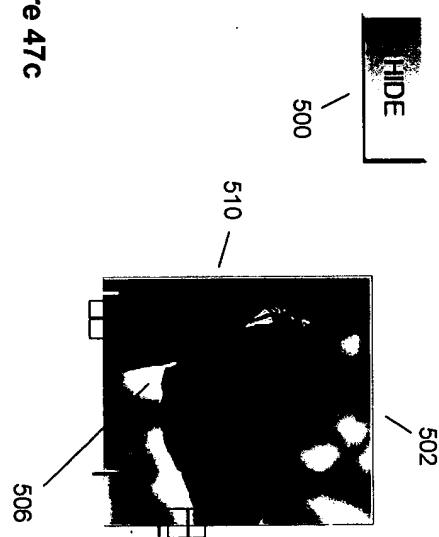
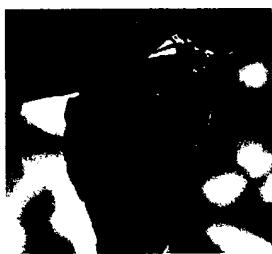
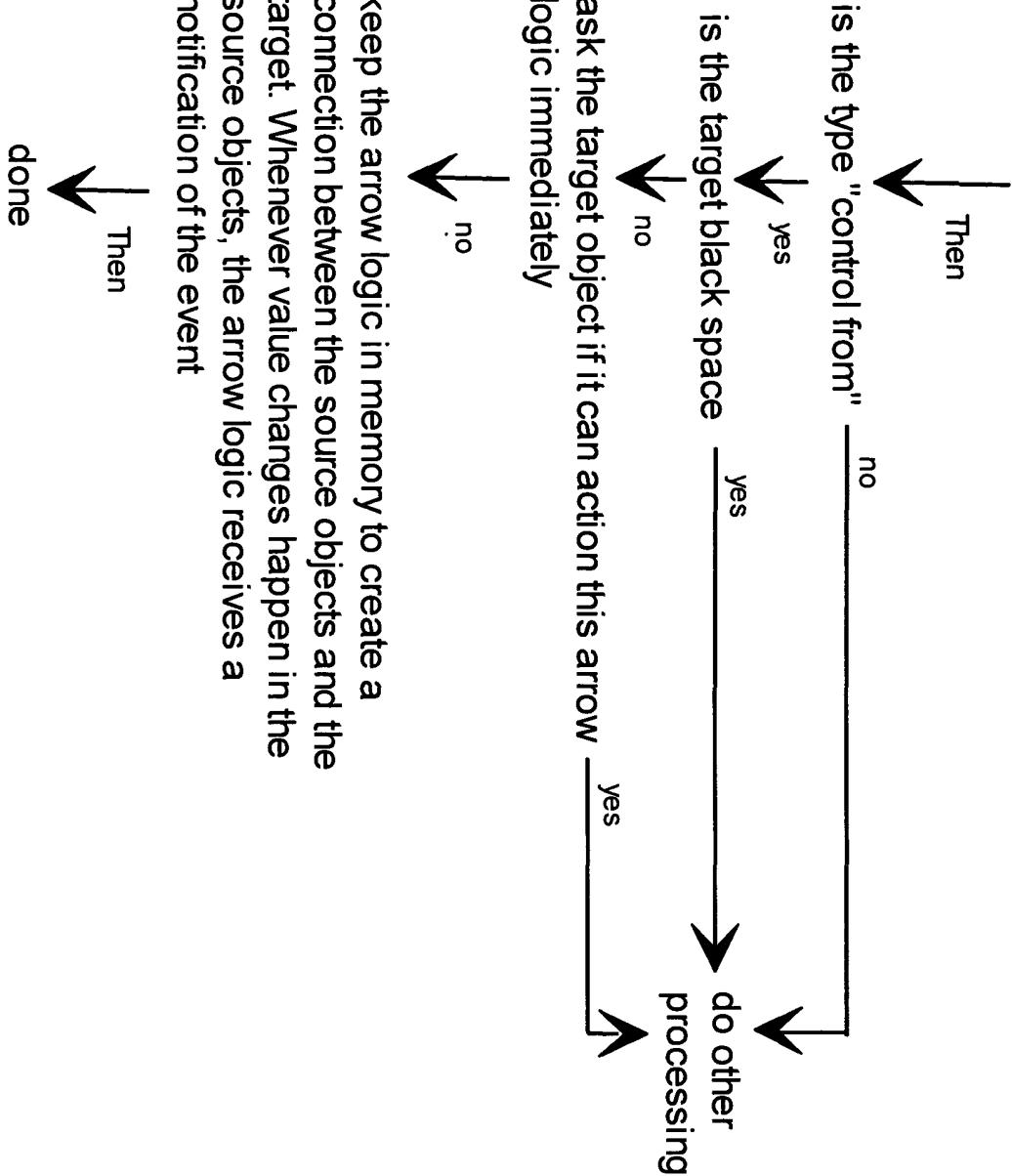


Figure 48

Action when clicking on an arrow head

When the arrow was drawn an arrow logic object was created. When the arrow head is clicked, a routine is called in the arrow logic to analyze what to do with the arrow.

set the type of logic from the color of the arrow
(red = control from)

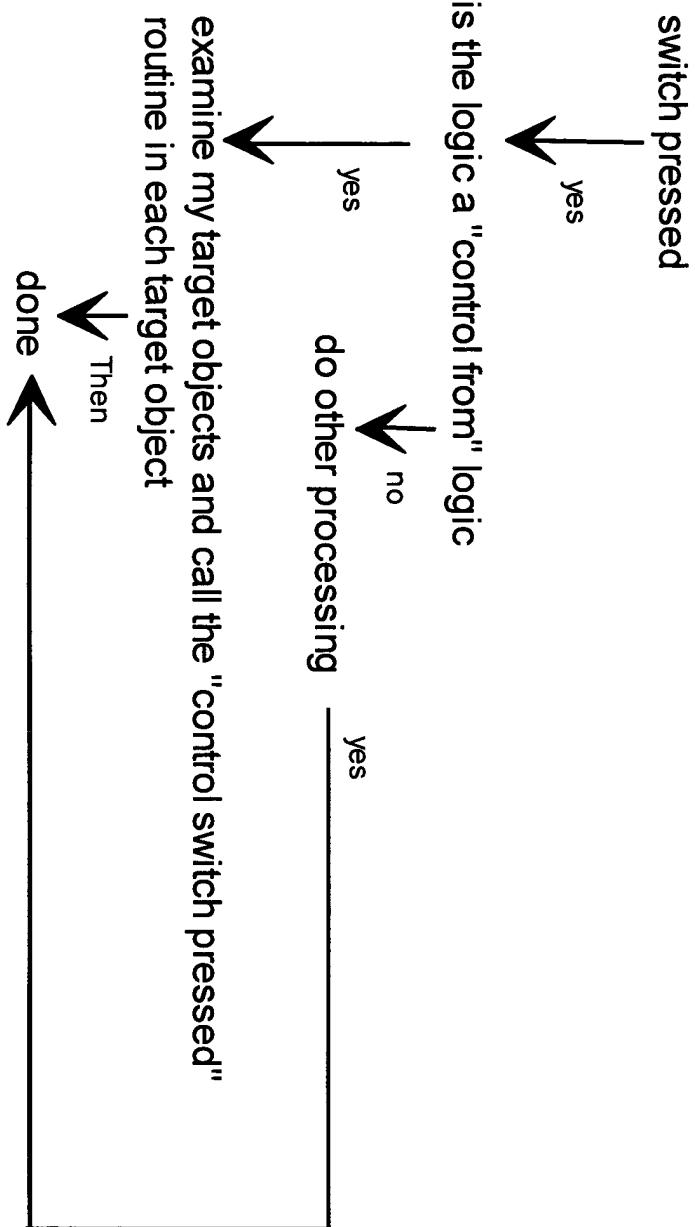


keep the arrow logic in memory to create a connection between the source objects and the target. Whenever value changes happen in the source objects, the arrow logic receives a notification of the event

Clicking on a switch in an arrow logic

Figure 49

When a switch is clicked and the switch is in an arrow logic, a routine is called in the arrow logic



"Control Switch Pressed" routine for a VDACC

is the source of the event a switch no

is the switch labelled "hide" no

do other processing

is the switch down

yes

hide the close and restore switches

then

hide the border and background

then

hide the resize handle

then

set "move lock" ON for all objects in the vdacc

then

set "locked to Vdacc" ON for all objects in the vdacc

show the close and restore switches

then

show the background and resize handle

then

set "move lock" OFF for all objects in the vdacc

then

set "locked to vdacc" OFF for all objects in the vdacc

done

Figure 50

Figure 51

